NEW GAMES!

GRAND THEFT AUTO VICE CITY

MALIBU-TIFUL! Smart tips from the Vice City masters.

THE GETAWAY

CRIME BOMB! The most candid review you'll read.

SHINOBI

NINJA ROGERS! We take apart Sega's classic slasher.

BOUNTY HUNTER

STAR FLAWS! The shock verdict on Fett's first game.

No.1 FOR PLAYSTATION 2

PSM2

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ANOTHER PSM2 FIRST!

MIDNIGHT CLUB 2

Illegal street racing from the sickos behind GTA!

YOUR 30-PAGE GUIDE TO...

2003

*DVD not available in the US or Canada

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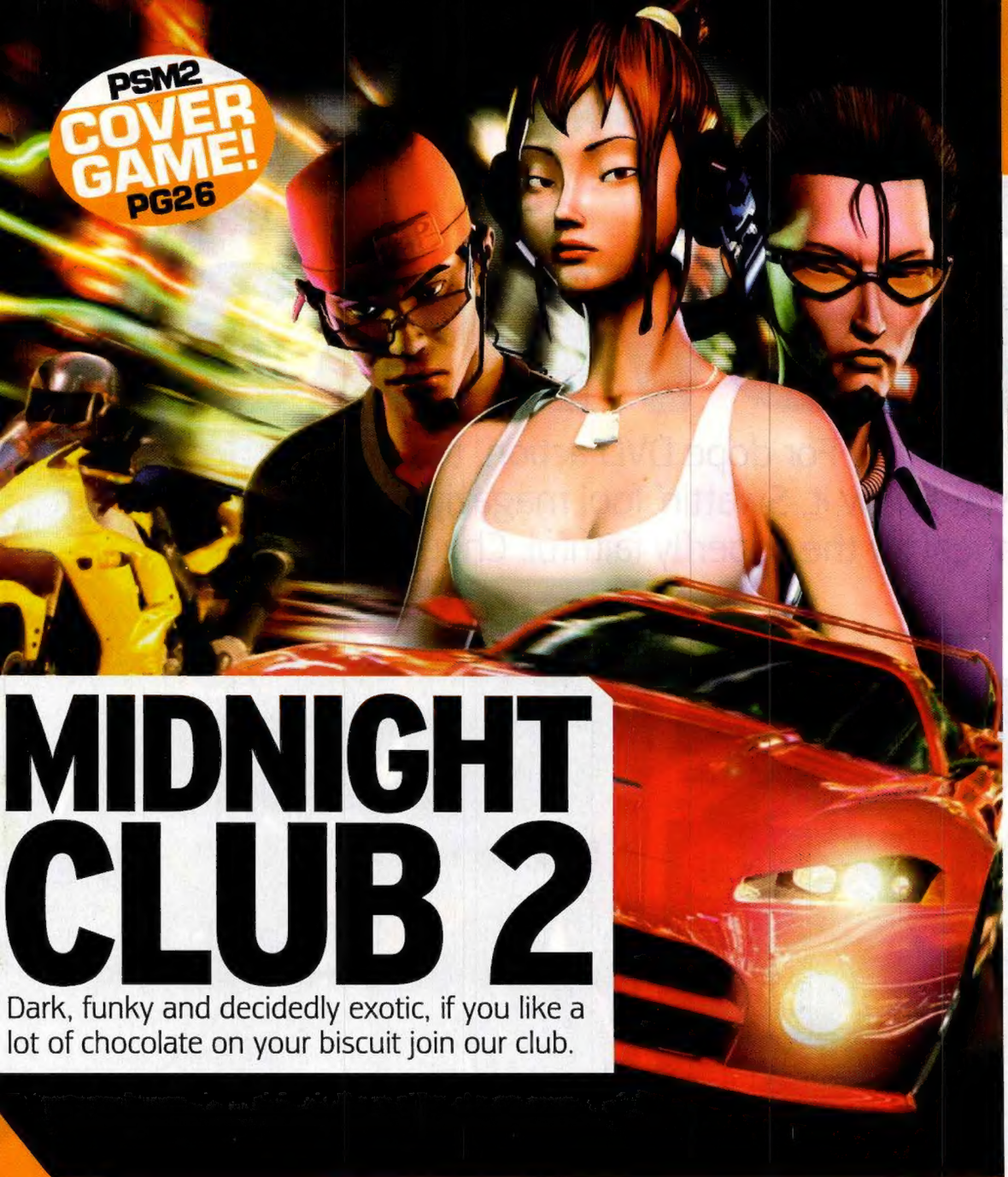
BLACK LABEL GAMES



MIDNIGHT CLUB 2

Dark, funky and decidedly exotic, if you like a lot of chocolate on your biscuit join our club.

WELCOME TO PSM2

SPREAD THE WEEK'S ALCOHOL INTAKE ACROSS SEVERAL DAYS. EAT FRUIT. SPEND LESS MONEY.

Yes, it's that time of year when we briefly think about what New Year's resolutions we might make if anybody *really* had any intention of keeping them these days, then abandon the whole silly business in time for last orders and a pigmeat-binge.

Individually, that is. As a collective – as the brain-mesh that we become on entering PSM2 Towers, we've got all sorts of plans for the year ahead. Keeping our try-to-coerce-us-and-you're-just-making-things-worse approach to reviewing games honestly, for instance. Helping out developers when they ask for it – shows they're trying, see? Finding that early exclusive you need to know about. Championing games that're actually good. Keeping an eye on Sony's latest developments. Elementary? Yes. Sensible? Yes. But like avoiding lager, it's the basic, rational stuff that's the hardest to stick to.

Look at games developers – every year, they promise they're never going to churn out another shitty licence – but come Christmas, it's third-rate impersonators and an apologetic press release. Look at some other reviewers out there – every time they swap a score for a weekend on the slopes, there're tears before bedtime, but when Johnny Publisher drops by with two tickets to Oktoberfest, they can't resist. No willpower, see.

Inevitable last line 'pitch', then: if you have to make a resolution this year, then try 'Make It PSM2'. There. That's something we promised ourselves we'd never say.

THE PSM2 TEAM

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

☑ THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

☑ THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

☑ THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

☑ THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

☑ THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

☑ WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 31

Yo. Word to the PSM2 massive. For dope DVD action, this is where it's at, homies. You know it. Swattin' fool magazines like bugs and keepin' it real for the superfly faithful. Check it.

DVD/MAGAZINE SYSTEM
PSM2DVD
VOL. 31 The HOTTEST games // The BIGGEST disc // The No-1 choice
EXCLUSIVE!
NEW! INDIANA JONES
NEW! MGS2 VR MISSIONS
NEW! CONTRA
NEW! VICE CITY SECRETS
Loaded with SPECIAL
15
MORTAL KOMBAT
DEADLY ALLIANCE
WORLD FIRST!
Kombat Kollecters Edition!
Brutal in-game action
The history of Mortal Kombat
The making of Deadly Alliance...
Def Jam VENDETTA
FIRST AGAIN!
HIP-HOP WRESTLING? Believe yo' eyes! Ludacris, Method Man 'n' Ghostface Killah get dirty in the ring – check this sh*t out now!
MUCH, MUCH MORE!
DVD

MORTAL KOMBAT: DEADLY ALLIANCE

Mortal Kombat is back with a vengeance, following a stint in the gaming wilderness. The grainy figures of the past are consigned to history and in come lush 3D combatants and arenas, bringing the series screaming into the 21st Century. We've gone *MK* mad this month with exclusive hands-on footage from the game and, more importantly, an exclusive 'History of *MK*' documentary, plus a look at the Making Of this most bloody of PS2 brawlers. As usual, you'll also find the rest of our monster disc packed with PS2 goodness. Value for money? You betcha. Keep it real. Keep it PSM2.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ▶) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...

While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

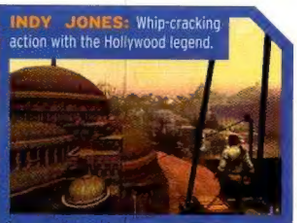
MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ✕ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

DEF JAM VENDETTA: Check out our World first look at EA and Def Jam's hip-hop brawler.



INDY JONES: Whip-cracking action with the Hollywood legend.

MGS2 SUBSTANCE: Snake stealth in all-new VR Missions.

CONTRA: Explosive in-game footage as we go hands-on with the retro shooter.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ✕ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ✕ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.

VIRTUA TENNIS 2: See Sega's sublime sim in action.

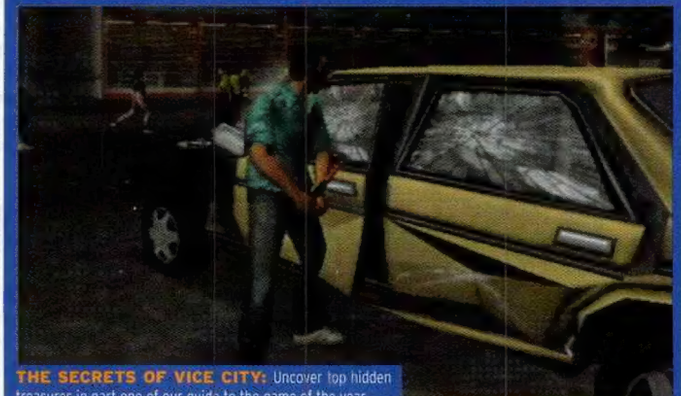
PRO TIPS

Enter our TimeSplitters 2 Challenge!
Select **The Experts** to see Gold Medal runs on two of the game's challenges. Watch them, note our times and then see if you can beat them.

First, hook up a video recorder to your PS2 and record yourself in action. See pg110 for details. Once you reckon you've nailed it, send us a tape of your best runs (showing the whole thing, not just the end screen). Our team of monkeys'll select the *'Splitters 2* elite.

The best entry in each of the challenges will not only receive a cool *TS2* pack (consisting of t-shirt, tracksuit top and Spoon watch) but will feature in their entirety on issue 34's DVD.

'SPLITTERS 2 CHALLENGE: Win exclusive TS2 goodies in our exclusive challenge.



THE SECRETS OF VICE CITY: Uncover top hidden treasures in part one of our guide to the game of the year.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

DVD 30's dead-easy-to-find secret is a mirthsome spoof interview featuring the cast of action RPG *Summoner 2*. To find it, just head to Reviews, go down to the last page and press →. Cinch.

PLAYSTATION 2 MAGAZINE
PSM2

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コンテンツ

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MORTAL KOMBAT ..... PAGE 32
Hear what its creator, Ed Boon, has in mind for the future.

SLY RACCOON ..... PAGE 68
More ring-tailed leapage as PS2 stacks its platformers.

DEFINITIVE OVERVIEW!

PS2003 MADE EASY

A year in pictures. Another game overload squished into the kind of info-enema that'd make a supercomputer wince. A mind-crumbling 32 pages of quality titles, hardware revelations, informed predictions and general disc shovelling that'll make you glad you opted for Sony's machine. Here's your invite, here's your comedy bow tie, now get over to pg21 before the drink runs out.

ZONE OF THE ENDERS 2 ..... PAGE 30
Mecha my day punk. Konami put the cool back into 'bot lumping.

THE SIMS ..... PAGE 72
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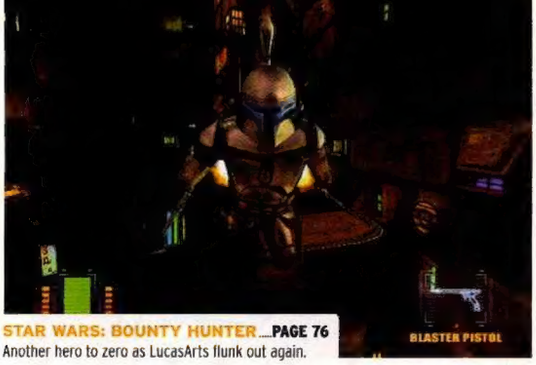

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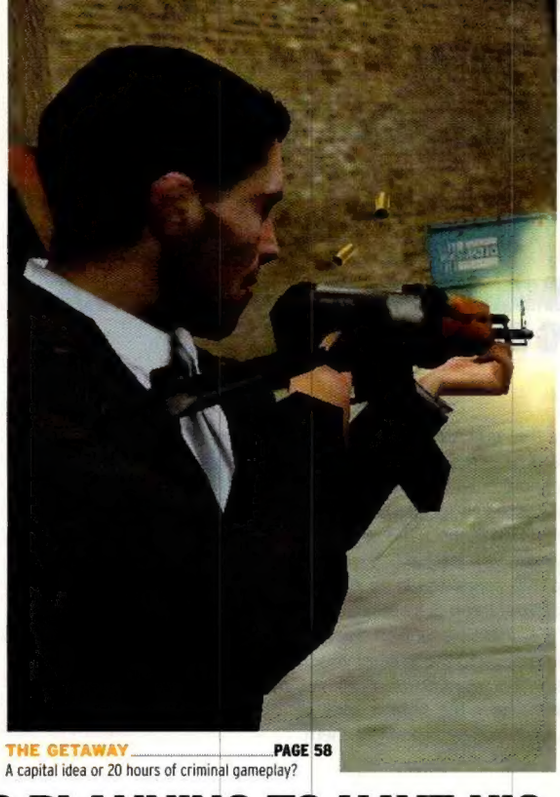

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A capital idea or 20 hours of criminal gameplay?

"DAVE DOAK IS PLANNING TO HAVE HIS BEARD WAXED, REMOVED AND SOLD ON E-BAY" PORKIE PIES - PG52

NEW TO PSM2?

WE RECOMMEND YOU GO HERE FIRST...

4 ON YOUR DVD
If you're keen, you've already seen this month's awesome DVD. If not, flick back here now and check out what you've got to watch when you get home...

8 LETTERS
Find out what *real* PS2 gamers are talking about.

12 ACCELERATOR
You don't get shots you've seen elsewhere or re-written press releases here. Just bull-free facts and informed opinion. Find out what's *really* important now.

21 PS2003 MADE EASY
If you ever needed a reason to wish your life away, this is it. Get involved with our paper megalith of everything that'll make PS2 No.1 for the third year running.

ISSUE #31 "YES CLUB PARTY"
Rockstar, with the exception of *State of Emergency*, have kept up a standard of quality that many in the games industry are envious of. But can they do it again with this metropolitan racer? Scream over to our exclusive first play on pg26 and find out...

YOUR QUICK FLICK GUIDE!

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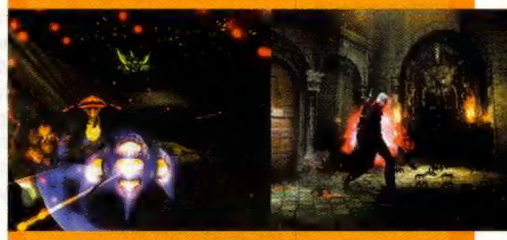

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The second part of our *Vice City* route planner preps you for all the assassination and rock band missions.

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Training you in the dark arts of PS2.

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LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
www.game.uk.com

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

THE VOICE OF CHOICE

"STOP GIVING THE IMAGE TO CASUAL GAMERS THAT THE ONLY GOOD RPG IS FINAL FANTASY"

Dear PSM2,
Do you like RPGs? I'm happy to see that you have news on *Final Fantasy 10-2* months before its release date, but how come you didn't have news about *Suikoden 3* in advance? Come on – you're not giving all the other RPGs a fair chance.

Suikoden 1 and *2* on PSone all scored about 9/10 at www.ign.com and other websites, which means it is clearly a good series. And when *Suikoden 3* was released in Japan, you didn't say a word about it. It's even out in the US now and you still haven't mentioned it. Do you actually know what *Suikoden* is? It's one of the greatest RPG series' made by Konami.

There's also another RPG called *Star Ocean 3* for PS2 made by Enix – I've only seen a little bit about it in your mag and you give it something rubbish like three stars of anticipation. It deserves much more than that! Stop giving the image to the 90% of your readers that are casual gamers that the only good RPG is *Final Fantasy*. No wonder we don't get many RPGs in the UK. A lot of companies decide that the UK doesn't have the right market for them and don't release them – especially when magazines like yours go talking bull about them.

C Leung
Via email

All we can say 'C', is that we're beginning to address the whole RPG issue. Now *Suikoden 3* has a semi-definite release date (we're still looking at the Spring) for the UK, we'll start to cover it in depth. RPGs have become rather a niche game type on PS2, and we need the big, glossy, high-production values of the likes of *FF10* to encourage new gamers to give them a chance...

THE PSM2 RAGE GAUGE

***$!!!X@!@!!!GHAR=NNNG!!**

Dear PSM2
What is it with those anti-gamer guys? Those hot, steaming piles of turd that've been eroding on the side of a polluted river that's been urinated in by animals are gonna take my life away. They say that games with violence in are gonna make us do bad things – but it hasn't done anything to me. Maybe I chucked chocolate mousse on the side of a moving van, but you can't call that violent. All they care about is making us come out to prance around like sissies that are high on morphine, but it's never gonna work. Games aren't just my pride and joy, but my heart and brain.
Dennis Jenkinson, Lincoln

This is your chance to air your views on the hot potato of the moment:
PS2 online gaming – no really, do you give a shit?

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

BONUS

Dear PSM2
PS2 online gaming – do I give a shit? In one word, no. Why make the PS2 into a PC? Most gamers I know want something original and different. Unless you have a spare phone line, having to switch off your PS2 to let someone else use the phone would be a pain in the ass!

Anyway, most games have multiplayer options so why not get your friends round and give them a good pounding? So far, I haven't suffered from not being able to play my favourite games across the Net.

I think PS2 is fine as it is and being able to play games on the Internet would just be an extra bonus.
Michael O'Neill
Glasgow

You'll probably find that many games will start featuring online aspects. At the start of the whole PS2 broadband evolution, you'll probably only find the major software companies including them in their biggest titles, but it's inevitable that online console gaming will sweep the nation in the next two to three years. That's not to say you'll *have to* play the games through a network, though – and its success inevitably depends how much it's going to cost us, individually, to get online...

WRITE TO PSM2 WITH: YOUR THOUGHTS ON THE ISSUE... YOUR HOPES FOR THE PS2 HDD... PROVOCATIVE QUESTIONS...

£45

Dear PSM2
I've just recently been reading issue #30 and was disappointed when I found out the prices of the PS2 Broadband gaming pack.

I was extremely surprised at the price of the Broadband pack – £45 would make anybody buy it, but as you read on there is a £50 installation fee and then you have to pay £30 a month just to play online.

Now I know some people who are reading this will think this is a very reasonable price but I think it's appalling that you should have to shell out £30 a month and *still* have to pay for games.

I think you should be able to pay when you play and should be able to play games on the Ethernet without having to buy the game. I'm sure sooner or later the prices will come down and I will be able to purchase one, but for now I'll just keep waiting for the price drop and enjoy some of the upcoming games.
Joe Hollinworth
Chippenham

It's 'hidden' costs you have to watch out for – the figures we quoted were our estimated best and worst case scenarios. You've got to expect to pay money to get a line installed and then a line 'rental' charge, as you would with Internet through your PC.

HARTLEY

Dear PSM2
First, I love the mag – it's full of everything a PS2 owner needs. But while reading your *Lord of the Rings: The Two Towers* review in the December issue, I found some disturbing mistakes.

I would just like to point out that JRR Hartley did not write The Lord of the Rings – it was JRR *Tolkien*.

Sorry for being a bit of a whinger, but other than that, do keep up the good work.
Jon Smith
Via email

Um... we know. It was an example of Dan G's *sick* sense of humour.

RES-IST THIS? How much are you prepared to pay to visit Raccoon City via the gift of Broadband?

FOOLS

Dear PSM2,
Check this out: I was reading on the Net about the "don't buy a game week" to campaign against the prices of games. What a great idea, I thought, if enough people take note, sign the petition and don't buy a game then it could be a real success.

But then I noticed that the week they chose for the campaign was the week *GTA: Vice City* was released.

What a bunch of fools – choosing this to be the week they stage the campaign. Don't they know anything about videogames? This is one of the most highly-anticipated games of the year, which inevitably sold out everywhere and broke sales records.

Come on people, if you're going to do something properly, make sure you get all the information before going ahead with it. There have been plenty of weeks in the past where dire titles such as *Army Men* have been the only releases.
Jonathan Morgan
Merthyr Tydfil

CONTRA-VERSIAL
If you like your games unrelentingly difficult, you're going to have to forget the likes of *Ratchet & Clank* and *MGS2* – lose yourself in the classic *Contra* instead...

We're guessing that was *kind of the point*, Jonathan. Where's the sense in trying to drum up a protest to stop people buying games, when *no-one's buying games*? If you're after maximum publicity, why not attempt to grab some headlines when people are queuing for the biggest game of the year. Not that it did grab many headlines, mind...

POUNDING

Dear PSM2
I'm actually looking forward to *Contra: Shattered Soldier*. Fun though games such as *GTA: Vice City* and *TimeSplitters 2* are, it's great to occasionally spend an afternoon with a friend pounding through some of the old-school games. I'm not saying the market should be flooded with them, but it's good to know that some developers are prepared to bring them out from time to time. Yes, I know there are better games like *Ratchet & Clank* and *Kingdom Hearts* that are far more worthy of my money, and yes I'll be getting them, but still... Every genre should be covered.
Phil Tomlinson
Via email

Yep, every genre should be covered. You're always going to get a lot of companies jumping on the bandwagon of a game type currently in vogue, which ends up diluting its impact. Which is why sometimes, you just want to hit ⊗ over and over again in an old-school stormer...

TECHNIQUES

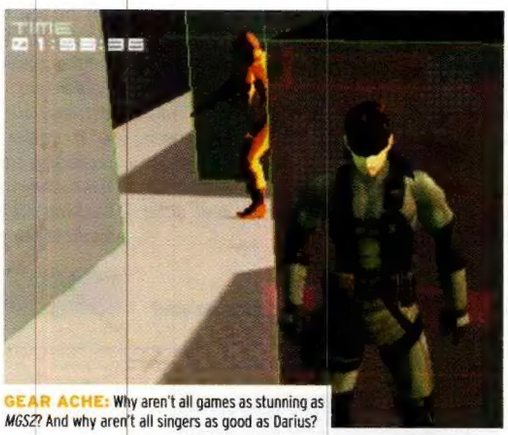
Dear PSM2
Graphics just keep getting better and better, don't they? Look at the improvement from *Devil May Cry* to *DMC2*, *SSX* to *Tricky*. They get better through the ages. And that's my question – when will the best possible graphics arrive and why don't we have the graphics of the sequel in the original game?

If the sequel's graphics are better than the original's then surely the power to make the graphics as rich as the sequel's was available when the first game was in production?

Every game on PS2 should stretch the graphical capabilities like *Metal Gear Solid 2* did. Do developers discover new techniques when producing the sequel, or do they hold the possibilities back so the sequel looks better?

The graphics we see in *Vice City* and *Tony Hawk's 4* must have all been around when the prequels were made, so why weren't they used?
Adam Morgan
Merseyside

Ah yes, remember PSone and the arrival of a *Metal Gear Solid* at the end of the console's expected lifespan? Visually, there'd been nothing like it before. Developers do discover new techniques as they become more familiar – and eventually intimate – with what a machine is capable of. And the tools they use to bring their visions to life improve as well. It's all about time, and PS2 memory and skill...



GEAR ACHE: Why aren't all games as stunning as *MGS2*? And why aren't all singers as good as Darius?

"I LIKE NOTHING BETTER THAN JUMPING IN MY YACHT, TUNING INTO FEVER 105, TOGGLING THE CAMERA TO CINEMA AND SAILING AWAY"

SUMMER

Dear PSM2
I thought I'd just drop you a line to talk about my dissatisfaction with summer releases. During the Christmas period we can look forward to quality title after quality title and this year was no exception. We've got *Pro Evo 2*, *Vice City*, *Ratchet & Clank*... the list's huge. But barely a game worth mentioning was released in the summer.

How come us PS2 owners get limitless brilliant titles at Christmas but not any other time? I hope summer 2003 will be bearable, game-wise.
Jonathan Street
Via email

Find out from pg21 onwards...

YACHT

Dear PSM2,
After a long, hard day of running around Vice City being a very naughty boy, I like nothing better than jumping into my yacht, tuning into 'Fever 105' for some chilled-out tunes, toggling the camera view to 'cinema' and sailing out to do some lazy figure of eights around the two islands.

After a couple of nights of this I thought I would pay good money for a game with a top-notch, chilled soundtrack, nice scenery, the gentle lapping of the sea and some lazy yachting. Maybe even racing another boat occasionally!
Neill
Via email

There's no answer to this, really... We can't agree more. Although, you'd need to shoot some villain or other *occasionally* as well, surely? Games that rely purely on loafing usually end up falling on their arse...

WALLET

Dear PSM2
On last month's DVD I was watching how you played *SOCOM* online – you made the whole network thing seem so easy to set up.

However for me, a teenager who would love to play his PS2 online, it's a very different story. For example, at the moment I do not have a broadband connection and would therefore need to buy a broadband pack for around £50. Then I would have to get it installed (no idea how much), then we come to the little thing of monthly bills.

So, at the moment, my wallet is having a hard time (remember, I am a teenager). So now I have to get a PS2 HDD adaptor or something and what not, etc. OK, let's just say I manage to

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

WOMAN
Is it true that the next *GTA* will have a woman as the character?
David Simmons
Derby
Stop this.

EYE
Will EyeToy work with other games, or just those created specifically for it?
Steven
Via email
We'll give you one guess. Just one.

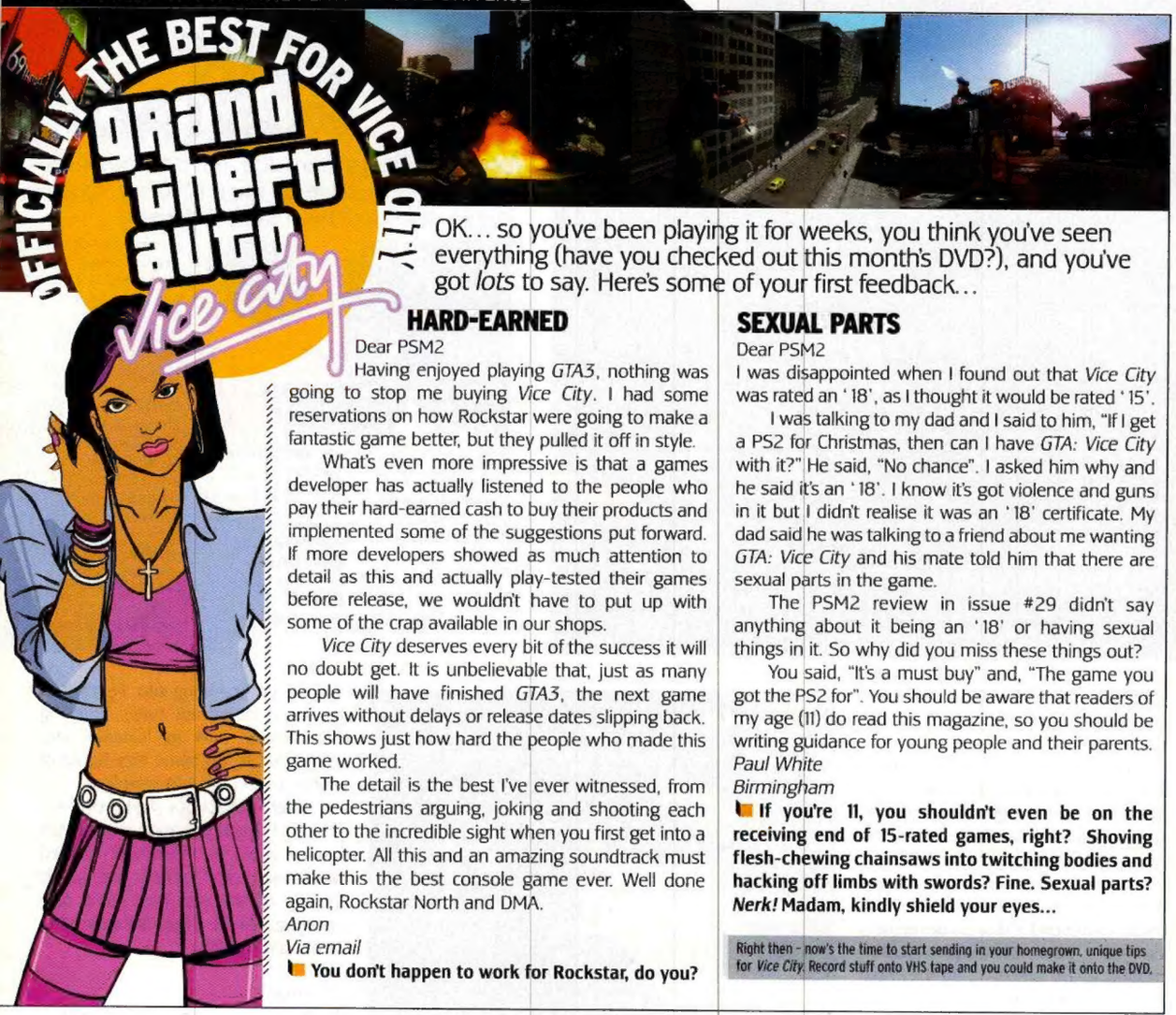
CAN
Do you know, not a day goes by when I don't think about playing my PS2. Can I get a job with you?
777
Via email
We didn't, y'know, know that.

HARDLY
The new *Tomb Raider* game's hardly going to be *that* different, is it?
Simon Griffiths
Via email
It *might* be...

THINK
I think you're great.
Dean Nicholson
Leeds
We think you are too.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE



OK... so you've been playing it for weeks, you think you've seen everything (have you checked out this month's DVD?), and you've got *lots* to say. Here's some of your first feedback...

HARD-EARNED

Dear PSM2

Having enjoyed playing *GTA3*, nothing was going to stop me buying *Vice City*. I had some reservations on how Rockstar were going to make a fantastic game better, but they pulled it off in style.

What's even more impressive is that a games developer has actually listened to the people who pay their hard-earned cash to buy their products and implemented some of the suggestions put forward. If more developers showed as much attention to detail as this and actually play-tested their games before release, we wouldn't have to put up with some of the crap available in our shops.

Vice City deserves every bit of the success it will no doubt get. It is unbelievable that, just as many people will have finished *GTA3*, the next game arrives without delays or release dates slipping back. This shows just how hard the people who made this game worked.

The detail is the best I've ever witnessed, from the pedestrians arguing, joking and shooting each other to the incredible sight when you first get into a helicopter. All this and an amazing soundtrack must make this the best console game ever. Well done again, Rockstar North and DMA.

Anon

Via email

You don't happen to work for Rockstar, do you?

SEXUAL PARTS

Dear PSM2

I was disappointed when I found out that *Vice City* was rated an '18', as I thought it would be rated '15'.

I was talking to my dad and I said to him, "If I get a PS2 for Christmas, then can I have *GTA: Vice City* with it?" He said, "No chance". I asked him why and he said it's an '18'. I know it's got violence and guns in it but I didn't realise it was an '18' certificate. My dad said he was talking to a friend about me wanting *GTA: Vice City* and his mate told him that there are sexual parts in the game.

The PSM2 review in issue #29 didn't say anything about it being an '18' or having sexual things in it. So why did you miss these things out?

You said, "It's a must buy" and, "The game you got the PS2 for". You should be aware that readers of my age (11) do read this magazine, so you should be writing guidance for young people and their parents.

Paul White

Birmingham

If you're 11, you shouldn't even be on the receiving end of 15-rated games, right? Shoving flesh-chewing chainsaws into twitching bodies and hacking off limbs with swords? Fine. Sexual parts? *Nerk!* Madam, kindly shield your eyes...

Right then – now's the time to start sending in your homegrown, unique tips for *Vice City*. Record stuff onto VHS tape and you could make it onto the DVD.

pay all that and I am all ready to go – I now have to buy a game. So I buy *SOCOM*, and while I should be worrying about how the Americans are whooping me, all I'm thinking about is what the bill is coming to after ten minutes, if I'm going to be charged for the amount of time I play.

It's all very good for adults but I think kids would like to play games online too. However with all the costs, I can't see a way I will be part of it.

Daniel Whitbread

Northampton

Like many other concerned readers this month, Daniel, you're bang on the money – what's the *real* cost of getting online? Next issue, we'll deliver the facts in a revealing investigative feature. Oh yes.

SOCOM AND GET ME: "Squad... halt. Right turn. Shoot him. Shoot him! HIM! There! COME. ON."

PIPE

Dear PSM2

After reading your review of *Enter the Matrix* **[It wasn't a review – it was the World's First Look actually]**, I was horrified to find myself actually excited at the prospect of being able to run up walls, and hang from a pipe while simultaneously filling an entire SWAT team with lead.

Oh, how I miss the old days, when *Golden Axe* and *Space Invaders* were the arcade kings **[Do you really?]**, and games developers knew that the simple things in life (and games) always work best.

Am I the only one who hopes and prays for an update of *Pac-Man* on the PS2? **[Yes, we honestly think you are – but hey, watch out for *Pac-Man World 2*,huh?]** Maybe even a new and improved *Frogger*? **[And that'd be a Yes again – but *Frogger Classic*'s out in a matter of weeks if you're really desperate]**

I seriously doubt it. Please, all you REAL gamers out there, let them know what you really want for your games console.

Glen Harrison

Birmingham

If anyone else would like to let *them* know what you'd like on PS2, please feel free to write to *them*, if you can find *their* address.

DON'T WRITE TO PSM2 WITH: WORRIES ABOUT HOW MUCH BETTER THAN PS2 SOME OTHER CONSOLE COULD BE...

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

Online gaming
GTA Vice City
Game violence
RPGs
Sexual parts

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PSM2

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PSW 10/10

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94% GamesMaster

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95% PlayStation Max

"The best football game ever just got better"
98% Play

"This is the one that's playing the beautiful game"
9/10 Front

Let Us Play

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PlayStation 2

PLAYSTATION 2 MAGAZINE
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ニュース

HEAD MAN WALKING: Art, see? Notice the way the blood arcs in the glittering Vice City sunlight? Lovely.

BALD OVER: Charlie Jolson was at the *Getaway* premier, looking surprisingly young and predictably geezerish. Y'slag.

>BREAKING NEWS フハラル

GUNS, BUNS AND MUTED LAUGHTER

Eidos outrage the Sikh community, Rockstar take on the world and Sony make three people laugh – it's the most controversial month in PS2 history.

BREAST IN SHOW: Controversial? Hardly. After cop-killing in *The Getaway*, lady-bumps are a soothing relief.

What a month. *Hitman 2* was withdrawn from the shelves following racist allegations, US retailers banned *BMX XXX* and respected US news weekly Time Magazine described *GTA3: Vice City* as 'art'. Closer to home, PSM2 sat in London's Warner Village Complex for the worldwide premiere of *The Getaway*, as Sony bombastically queried, "When is a movie more than a movie?" before unveiling 30mins of wooden cutscenes, provoking one audible chuckle and forced applause. Bonfire night came and went, but PS2 kept providing the fireworks.

The most controversial allegation came from US lawyer Jack Thompson, who ascertained that the Washington Sniper must be, "a teenage boy, who plays videogames". Thompson later described videogames as, "the haystack that this twisted needle might be in". The president of the American Sniper Association, Derrick Bartlett, went one better, claiming, "There're games, one in particular is *Silent Scope*... that could give you a feel for tracking moving targets. They could desensitise you to the idea of killing a human being." Bartlett added that 99.9 of kids wouldn't be affected by playing games, but didn't retract the insinuation.

Meanwhile, the Sikh Coalition called for a ban on Eidos' *Hitman 2*, stating, "To charge a nation of 200 million people worldwide as followers of an injurious cult leader is an unacceptable practice and factually incorrect." The Sun pursued the story in a full page rant. The complaint refers to a scene where Agent 47 infiltrates a cult leader's mansion in India. Eidos withdrew the game, committing to an amended version and apologised profusely.

GTA: Vice City made a huge impact, toppling UK sales records (see overleaf). Encouragingly, Time Magazine remarked that *GTA: Vice City*, "will force us to realise that videogames aren't toys anymore – they're sophisticated entertainment for grown ups. At their best, they're art."

PSM2 RECKONS *Sony America's decision to censor the tame nudity in BMX XXX seems risible in light of the – context-based – profanity, torture and gritty violence of* The Getaway. *At the least, Acclaim are forcing an examination of US morals. Elsewhere, the relative controversy is symptomatic of the slowly maturing games industry and the media's lust for scapegoats, quick solutions and sensationalism, when discussing a medium it barely understands.*

"VICE CITY WILL FORCE US TO REALISE THAT VIDEO GAMES AREN'T TOYS - AT THEIR BEST, THEY'RE ART"

CAN ANYTHING STOP VICE CITY?

Vercetti's on fire, and ahead of the competition.

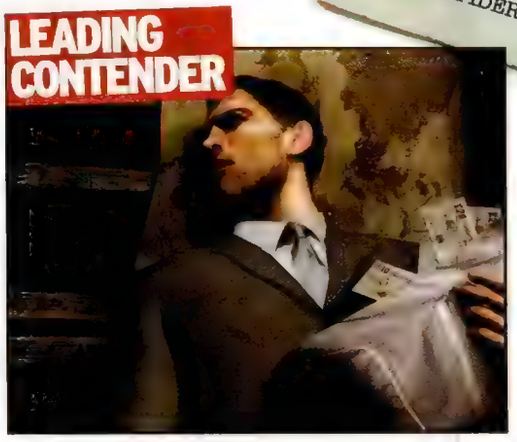
With Christmas upon us – or possibly, just gone – the race for the Christmas number one looks marginally less competitive than an England cricket match. Quite frankly, *GTA: Vice City* came storming in at the top, and shows no indication of slowing down. Can *The Getaway* stage a dramatic upset? Could *James Bond 007 in ... Nightfire* perform a small miracle? We assess the leading contenders, and glaring flops, below.

FIFA 2003

EA's series regains form, ousting *Pro Evo* after last year's surprising blip. Pray to God that EA don't get complacent and think this year's fair-to-good revamp doesn't need major work. In quality terms, Konami rule the roost, but have paid the ultimate price for poor licensing and dodgy commentary. Apathy killed the cat.
CHANCES OF BEING XMAS NUMBER ONE: 10/1

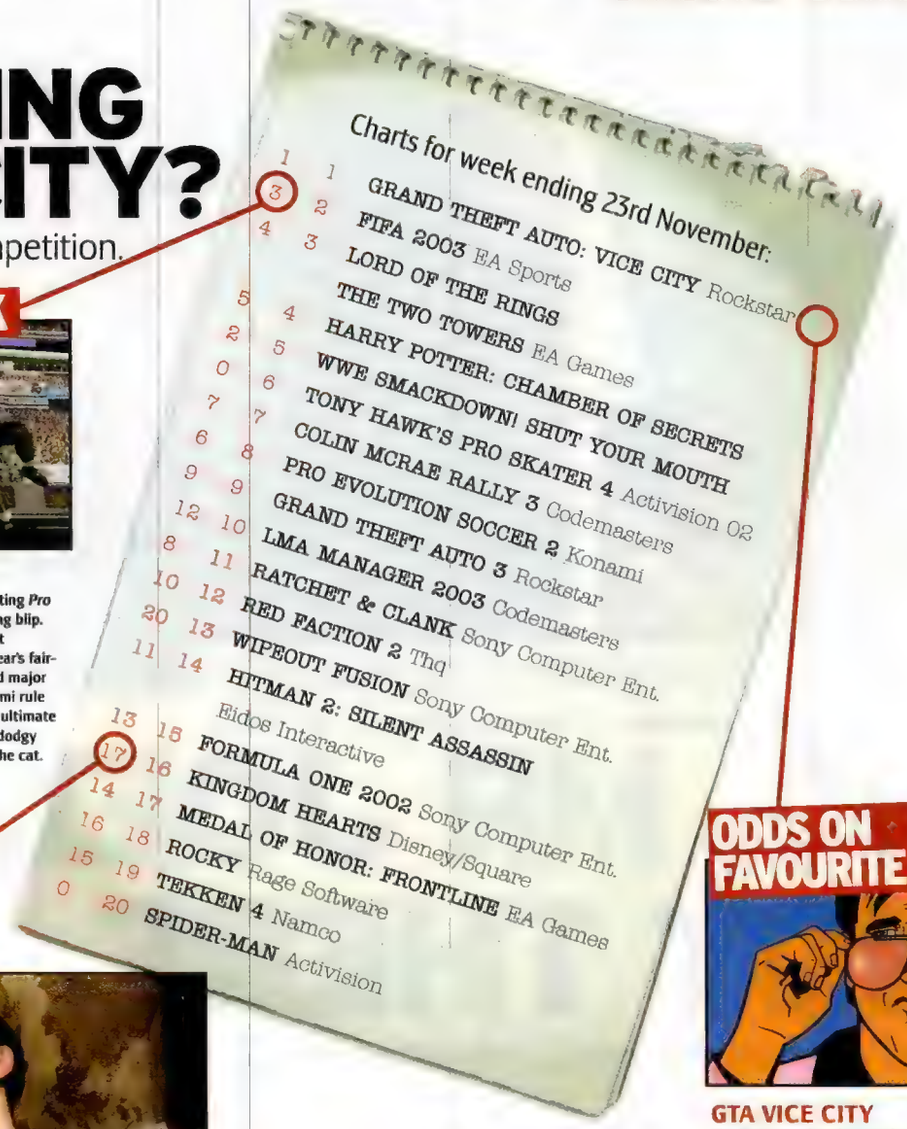
KINGDOM HEARTS

Yes, it's a brilliant game, but the alliance of Disney's saccharine characters and Square's hardcore mechanics has left some people – predictably – confused. No, it's not *just* for doe-eyed under tens, but you'd have a hard time explaining that to your mates. Go on, prove us wrong – this is exactly how RPG gaming should be.
CHANCES OF BEING XMAS NUMBER ONE: 20/1



THE GETAWAY

Sony's game isn't quite the winner we expected – see pg58 – but it's no mug either, and buoyed by massive TV support and eager Londoners, could quite easily sneak into *Vice City*'s well-worn espadrilles. If it does, mind, don't expect a lengthy stay.
CHANCES OF BEING XMAS NUMBER ONE: 4/1

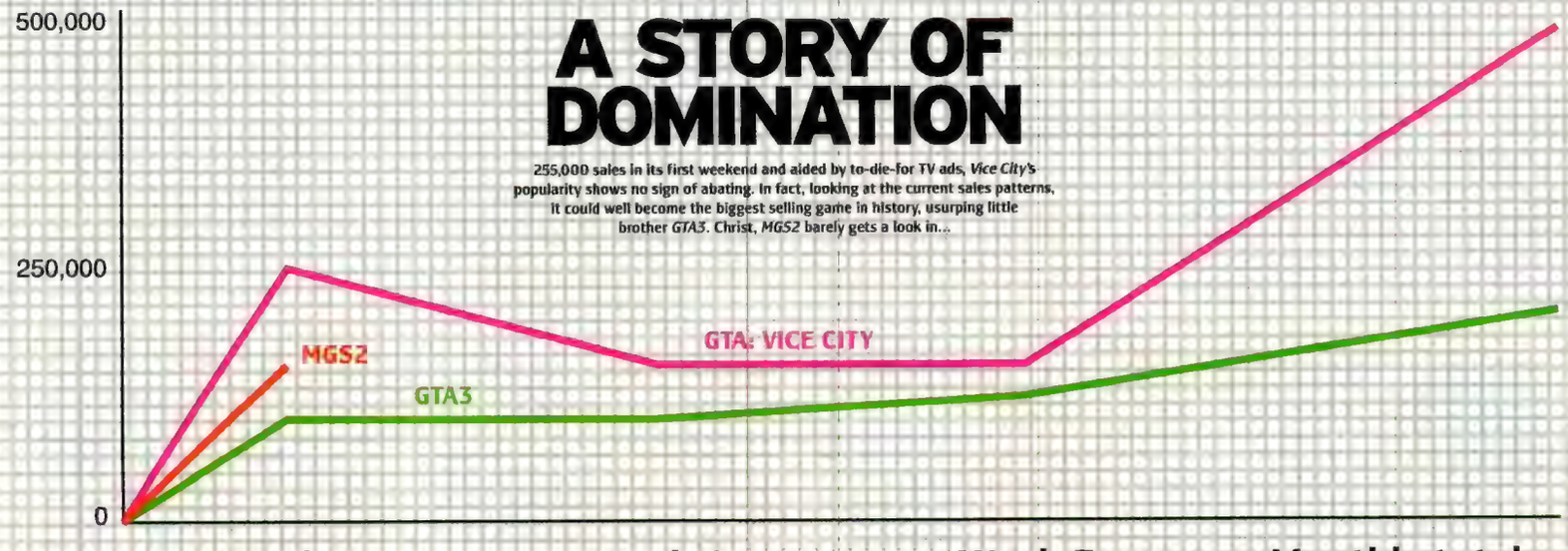

Charts for week ending 23rd November:
1 1 GRAND THEFT AUTO: VICE CITY Rockstar
3 2 FIFA 2003 EA Sports
4 3 LORD OF THE RINGS THE TWO TOWERS EA Games
5 4 HARRY POTTER: CHAMBER OF SECRETS
2 5 WWE SMACKDOWN! SHUT YOUR MOUTH
0 6 TONY HAWK'S PRO SKATER 4 Activision 02
7 7 COLIN MCRAE RALLY 3 Codemasters
6 8 PRO EVOLUTION SOCCER 2 Konami
9 9 GRAND THEFT AUTO 3 Rockstar
12 10 LMA MANAGER 2003 Codemasters
8 11 RATCHET & CLANK Sony Computer Ent.
10 12 RED FACTION 2 Thq
20 13 WIPEOUT FUSION Sony Computer Ent.
11 14 HITMAN 2: SILENT ASSASSIN Eidos Interactive
13 15 FORMULA ONE 2002 Sony Computer Ent.
17 16 KINGDOM HEARTS Disney/Square
14 17 MEDAL OF HONOR: FRONTLINE EA Games
16 18 ROCKY Rage Software
18 19 TEKKEN 4 Namco
15 20 SPIDER-MAN Activision
0

GTA VICE CITY

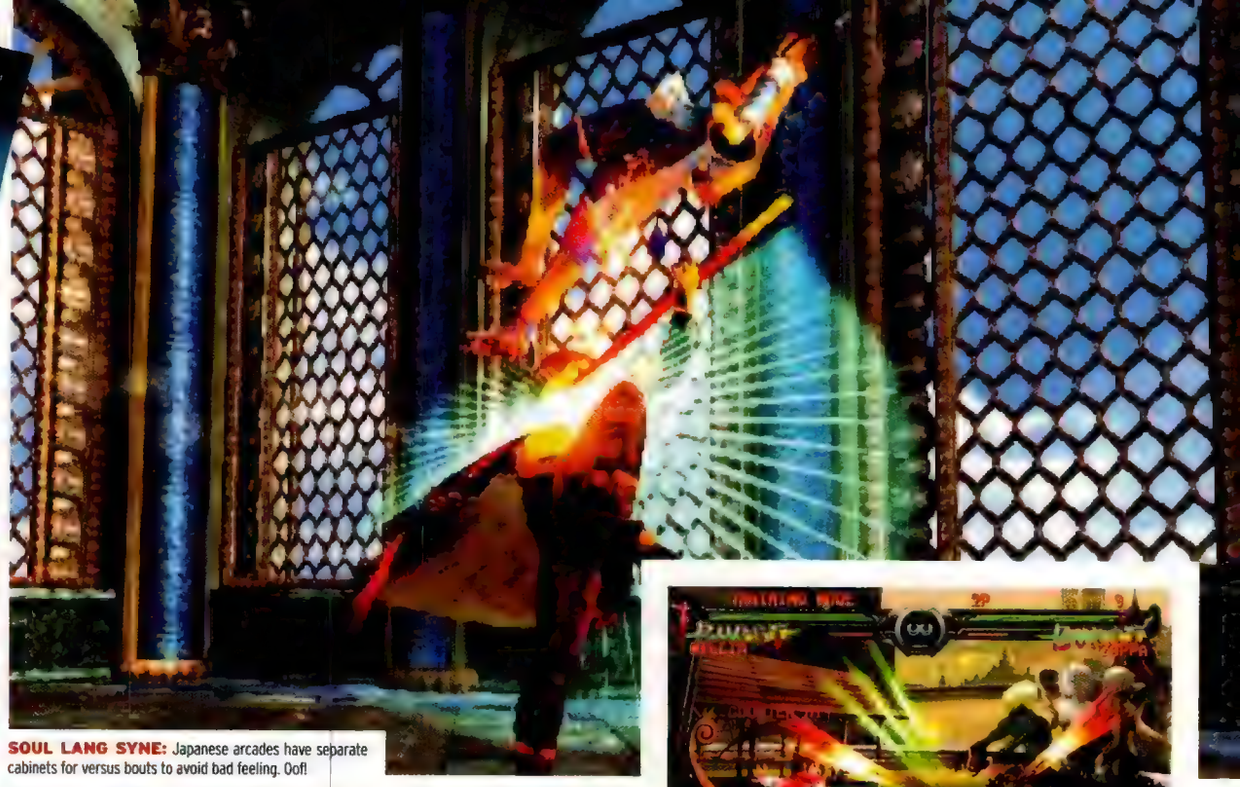
The best soundtrack ever, the hottest word of mouth, the coolest vehicles and the opportunity to buy your own house and jaunt about in a tracksuit. There are so many reasons to buy *Vice City*, you'd do well to think of a reason *not* too. Imperfect, yes, but the most liberating game in existence outside actual life.
CHANCES OF BEING XMAS NUMBER ONE: 1/2

A STORY OF DOMINATION

255,000 sales in its first weekend and aided by to-die-for TV ads, *Vice City*'s popularity shows no sign of abating. In fact, looking at the current sales patterns, it could well become the biggest selling game in history, usurping little brother *GTA3*. Christ, *MGS2* barely gets a look in...



BRAD TO THE BONE: Sega's *VF4B* is definitely getting a Japanese PS2 release, so fingers crossed for Blighty.



SOUL LANG SYNE: Japanese arcades have separate cabinets for versus bouts to avoid bad feeling. Oof!

GEAR EFFECT: Zappa's new - fantastic character design in the *XX*, but the costumes aren't very practical.

›PSM2 ARCADE ROUND-UP フハフヌ

NO, MR JOEL, NOT THERE... OOCH!

PSM2 checks out the latest arcade games in Japan, including the finger-up-the-bottom-game. Yes, really.

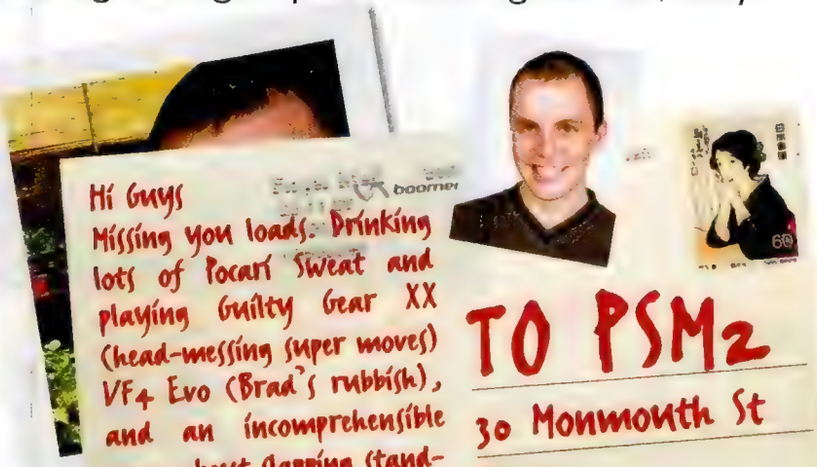
Steady, ste–ady... almost there... YOINK! Of all the eye-watering arcade games currently heading for PS2, one of them *won't* be *Boong-Ga Boong-Ga*, a game where you stick a huge plastic finger up someone's bottom. The arcade machine features a wobbly rubber rear and a 'poking' peripheral, letting you marvel at your target's expression of anguish as the, er, train reaches the platform. Naturally, the harder you shove the finger inside, the more points you score.

As the brochure explains, "This is a fun game of spanking the people that make your life miserable. When you spank the character you choose to punish, the face expression of the character will change as they scream and twitch in pain. The funny face expressions will make people laugh and relieve stress." Provided, we presume, you're not the victim of a copycat crime. Characters include: Ex-Girlfriend, Ex-Boyfriend, Gangster, Mother-In-Law, Gold Digger, Prostitute – nerk – Child Molester and Con Artist. Oh 'eck.

PSM2's ninja-in-waiting Joel spent extensive time – let us finish – with *VF4 B* and *Soul Calibur 2*, and was pleased to announce that both are shaping up superbly. Sega's pseudo-sequel to *VF4* isn't confirmed for UK release, but features two new characters – Del Piero-lookalike kickboxer Brad Burns, and judo-friendly Goh Hinigami.

The latest rumours are suggesting that *Soul Calibur* will eventually hit UK PS2's courtesy of EA, not Sony as you might expect. Curious.

PSM2 RECKONS *During our visit, one thing was clear. The days of decent arcade conversions are over. Most games are either derivative beat-em-ups or outsized novelty products. That said, that huge plastic finger would look good on the coffee table.*


Hi Guys
Missing you loads. Drinking lots of Pocari Sweat and playing Guilty Gear XX (head-messing super moves) VF4 Evo (Brad's rubbish), and an incomprehensible game about slapping stand-up comedians. Sugoi!
love Joel xxx
ps Lied about the 'missing you loads' bit.
TO PSM2
30 Monmouth St
Bath
BA1 2BW

BYTESIZE

› **JAPAN:** Influential Japanese games mag Weekly Famitsu is asking readers for their suggestions for *MGS3*. The best ideas will be presented to Hideo Kojima. Konami had previously revealed that they were working on *MGS3* in a cryptic shareholder press release that was sent out earlier this year.

› **JAPAN:** Capcom are currently hotly rumoured to be releasing *Devil May Cry 2* in a two-disc set – one for sword-loving Dante, the other for high-kicking femme-fatale Lucia. The UK release date and price hasn't been confirmed, but don't expect to pay more than £45 come February/March.

› **USA:** Ubi Soft's promising cel-shaded FPS *13* has been delayed until the third quarter of 2003. Apparently, the developers requested the extra time to ensure that the game fulfils its potential. That, or Ubi Soft have heard about some fearsome competition near the game's proposed March release date.

› **USA:** Sony have sold 200,000 Network Adaptors in the US, only half of the 400,000 units that they'd hoped to shift before the end of the year. More intriguingly, 43% of users are connecting via the narrowband 56k option – which is a worrying portent for the Broadband-only UK release in Spring 2003.

› **UK:** Capcom's beat-em-up *Gio Gio's Bizarre Adventure* (*Jo Jo*'s in the US) has been indefinitely delayed. Though an official explanation hasn't been provided, the game may be considered too specialist for UK gamers. For the record, it scored 55% in PSM2#27.

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urban survival™

RIKKU LAKE: *FF10-2* is set for a March release in Japan, giving Rikku plenty of time to find her clothes.

PUBLISHER NEWS スパフタ

ENIX FINALISES FANTASY MERGER

Square announce merger, promising "something unlike anything users have ever seen in their lifetime".

Revered Japanese publishers Square have disclosed a surprise merger with rivals Enix, in a move designed to safeguard both firms' financial security. While little-known in the UK, Enix' PSone RPG *Dragon Quest 7* sold four million copies in Japan – significantly more than the 2.48m sales of *FF10*. The merger was confirmed at an excitable press conference, with Enix subsequently unveiling *Dragon Quest 8* for PS2 – utilising Square's worldwide distribution links, it'll be potentially the biggest RPG in history.

The game will be produced in conjunction with Level 5 – creators of Sony's lush cel-shaded RPG *Dark Chronicle*. Akira Toriyama will handle game design, with a scenario from Yuji Horii. Only one screenshot has been released, but the character design is exemplary.

Structurally, it's far too early to say how the merger will affect each of the firms, but they should formally become Square Enix in April 2003. There are no plans to unite the *Final Fantasy* and *Dragon Quest* series, though the developers are keen to share expertise. On the plus side, Square *are* hard at work on *FF12* – though it may appear under a different name – and hope to make a *Kingdom Hearts* sequel, if Disney will collaborate.

PSM2 RECKONS *Don't fret, this is significant. Square Enix are determined to become the biggest publisher in the world, eclipsing Rockstar, EA and Activision. If nothing else, it should invigorate the stagnant RPG genre – no more random battles, orcs or brown fields – and bring the Dragon Quest series the global audience it deserves. We'll be watching this one intently. More soon*

"THEY SHOULD FORMALLY BECOME SQUARE ENIX IN APRIL 2003"

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

Latest reports from Japan indicate that *GT4* is 50% complete, on track for its proposed late 2003 release. Concrete details are scarce, but speaking at the Tokyo Amlux Auto Salon Motor Show earlier this year, producer Kazunori Yamauchi admitted that his current plan was to make the game network compatible, letting gamers race head-to-head online via the broadband network. Kaz also spoke about the possibility of car downloads, including a Test Drive mode where you can take the car for a spin before you buy. The game will inevitably make its global debut at E3, held in Los Angeles next May, but may be shown in teaser form at December's Sony Japan PlayStation Party, possibly as we speak.

RELIABILITY.....8/10

PSM2 RECKONS *The GT series might be crustier than Old Father Time's wellies, but we'll eat our beards if this is anything less than sensational. Expect online racing by Christmas 2003 – or we'll be knocking on Sony's doors with a rusty spanner.*

Just a quickie. Ace US developers Naughty Dog of *Jak & Daxter* fame, are working on – that's right – *Jak & Daxter 2*. The team have built up a healthy technology-sharing relationship with coders Insomniac, so don't be surprised to see a *Ratchet & Clank* sequel in the not too distant future, provided the first game doesn't sell like a mouldy turkey.

RELIABILITY.....6/10

PSM2 RECKONS *Well, the world's sick of Jak & Daxter rip offs so at least they'll have something new to copy with the sequel. Big tip: Sony, make Jak 'magically' lose his yankee-doodle voice at the start of the game, or better, turn him into a robot. Pleases Jonnie, y'see?*

Word reaches us that *WRC2 online* – debatably Sony's premier broadband game come Spring 2003 – will let players compete via a ghost mode, where you race off against the previous record holder. Sony are said to be keen on the idea of Fantasy Football-style online leagues, encouraging competition and a sense of community. Sounds like a dead cert for *This is Football 2004*.

RELIABILITY.....7/10

PSM2 RECKONS *Racing a ghost car eliminates the joy of live online gaming – after all you're effectively completing against a pre-recorded shadow. That said, the prospect of a European league table, and the chance to bosh the French, should be lure enough for most UK gamers.*

Konami TYO are already working hard on *Winning Eleven 7*, which will later become *Pro Evo 3*. Rumours suggest we can expect a major overhaul of the presentation, with a much needed shake up of the commentary. All being well, we'll have early playable code next issue, and will be crying out its brilliance with a megaphone. On a sour note, *Pro Evo 3* looks unlikely to be playable online in the UK – the best we can expect is some player downloads, kits and league tables.

RELIABILITY.....7/10

PSM2 RECKONS *Much as we adore Pro Evo, we're sick of the jumbo commentary and duff player names. Oranges 17? Fer Chrissakes. This year's version needs extensive licensing to stay ahead of the game. More revelations soon.*

EA are developing a sequel to *MOH: Frontline*, the only FPS that starts brilliantly and gets worse with time. PC gamers are already polishing their rifles at the prospect of the *MOH Allied Assault Spearhead* expansion pack, and we imagine there'll be some content cross-over in any forthcoming PS2 game. Expect more submarine-based missions, rocket launchers and cartoon goons with trenchcoats.

RELIABILITY.....6/10

PSM2 RECKONS *Hopefully EA'll heed the complaints and make it less linear this time round. Let us fly the plane, eh?*

MORE 2003 RUMOURS ON PAGE 52...

YUNA-LATERAL ARMAMENT: The ladies of *FF10* are packing shooters - good, we say.

QUEST WE FORGET: The only screenshot of *Dragon Quest 8* so far comes from Japanese Manga mag V-Jump.

>PSM2 INVESTIGATES ﾌﾘｰｽﾀｲﾙ

'PANT SOILING' GAMES: THE TRUTH

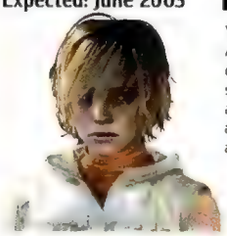
PSM2 HORROR SPECIAL

Are survival horror games *really* scary? PSM2 dons a romper/nappy set for the ultimate investigation.

With so-called 'horror' games crawling out of the woodwork like ants to a tangy forest fruits Solero, PSM2 performs a live autopsy on the leading candidates to see if they've got the guts to go the distance and give us a whopping great dose of The Fear. Caution: May scare one very easily scared baby. Just the one, mind.

SILENT HILL 3

Publisher: Konami
Expected: June 2003



You play?
A 'gentle teenager' called Heather, who's small, cute, vulnerable and unassuming. Lawks a mercy, she won't stand a chance...

Why are you in a pickle?
You went down to the shopping centre for a tin of beans, but when you tried to leave, the lights went out and the screaming began...

Who wants a quiet word?
A collection of shapeless, slippery, *hideous* mutations that make the Cenobites look like the Moomins.

Bit most likely to split your trouser peach:
The spotlit machine gun battle against the enormous monsters with arms like fleshy cigarettes. Now you see them, now you... phrrrt.

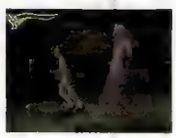
Actual chance of plopping your pants:
Honestly, none. At best, a squeaker.

CLOCK TOWER 3

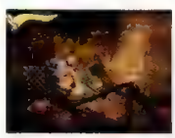
Publisher: Capcom
Expected: Early 2003.

You play?
A young girl called Alyssa, who's small, cute, vulnerable and unassuming... oh, wait... *now* we see what you're doing...

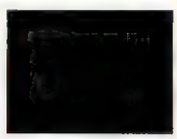
Why are you in a pickle?
Alyssa receives a letter from her mother asking to meet in a lodging house. When Alyssa arrives, a strange light flashes and she's transported to London during WW2. Then a man appears with a hammer...



Who wants a quiet word?
A subordinate devil called Ono who pursues Alyssa with a pair of axes. Reading between the lines, he's not a very nice man.



Bit most likely to split your trouser peach:
Alyssa keeps jumping through time and being chased, but her scariest nemesis is probably the sulphuric acid man from the '60s. *Sulphuric* acid? Are they sure?



Actual chance of plopping your pants:
They'll be clean as a whistle. But thanks to the game's panic system – get too scared and you'll have to calm Alyssa down – at least *someone*'s in danger of acute parachute failure.

CALL OF CTHULHU-TAINTED LEGACY

Publisher: Headfirst Productions
Expected: Late 2004

You play?
Tortured soul Madeline and <adopt voice of Pee Wee Herman> part human <adopt voice of James Earl Jones> part Deep One Joshua Walters.

Why are you in a pickle?
Josh is slowly mutating into a monster, so after playing the first section as his half-sister, the second part is a timed race against the clock. Imagine Clockwise, but with John Cleese pulling faces like he's swallowed a pineapple.

Who wants a quiet word?
A race of evil-doers who plan to enslave humanity. They come in a variety of flavours, including Deep One Hybrids, Mutated Sea Creatures and Cthulukin. Mmmm, Cthulukin.

Bit most likely to split your trouser peach:
There's a panic system, so repeated exposure to the hideous misshapes will cause the characters to bite their nails, lose hair or suffer panic attacks. No mention of dropping the kids off, mind.

Actual chance of plopping your pants:
Up there with Lotto wins, playing for Arsenal and a good Cryo game. Merry Christmas, Charlie Brown.

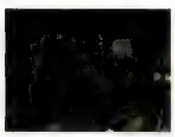
RESIDENT EVIL NETWORK

Publisher: Capcom
Expected: 2004 (TBC)

You play?
A variety of folk, including S.T.A.R.S reject Kevin, computer expert Yoko and waitress Cindy. Eight characters. Your choice.

Why are you in a pickle?
Running parallel to the events of *Resi* one and two, Racoon City has been infected with a cheeky dose of T-virus. You're one of the few survivors.

Who wants a quiet word?
Zombies who've confused their love of faggots 'n' gravy, for just 'Brains'.



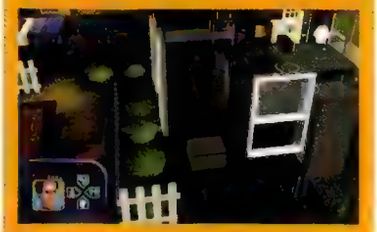
Bit most likely to split your trouser peach:
Being stuck in a dark corner with two bullets and ten hungry members of the undead. Bang!... Bang!... munch.

Actual chance of plopping your pants:
Diddly niddly. Remember, in online space, no one can hear you scream. Particularly when it's from from your bottom.

PSM2 CELEBRITY BIG BROTHER

Yes, 'proper' news is at an all-time low, so we've hastily constructed PSM2 favourites Christopher Walken, Mr T, Jonnie Bryant and – cos she's dirty – Christina Aguilera, then chucked them in *The Sims* house for a captivating experiment in relational dynamics. Week one: Jonnie starts crying, Christopher Walken uses the toilet and Mr T changes a tape. Honestly, if we're still running this next month, we'll be as surprised as you.

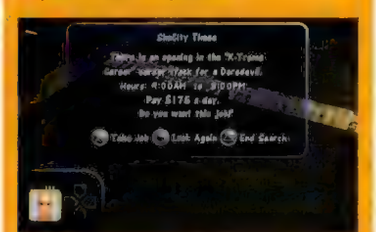
0 HOUR 1 MIN. Mr T is first in the house and puts the stereo on. Christina looks at him admiringly. But where is Christopher Walken?



0 HOUR 3 MIN. Jonnie reads a mystery book in the bedroom and thinks about Mr T. Christopher Walken emerges from the toilet and asks Mr T to dance.

0 HOUR 7 MIN. Jonnie fights with Christina Aguilera in the garden. After 20 seconds, Jonnie starts crying. And who's stolen his clothes?

0 HOUR 12 MIN. Christopher Walken chats up a neighbour. She gives him the universal sign of approval – a green cross in a thought bubble.



0 HOUR 20 MIN. Mr T dances around the kitchen. Christina looks on admiringly. Jonnie collects the newspaper and spots a job. Daredevil, eh?

NEXT MONTH

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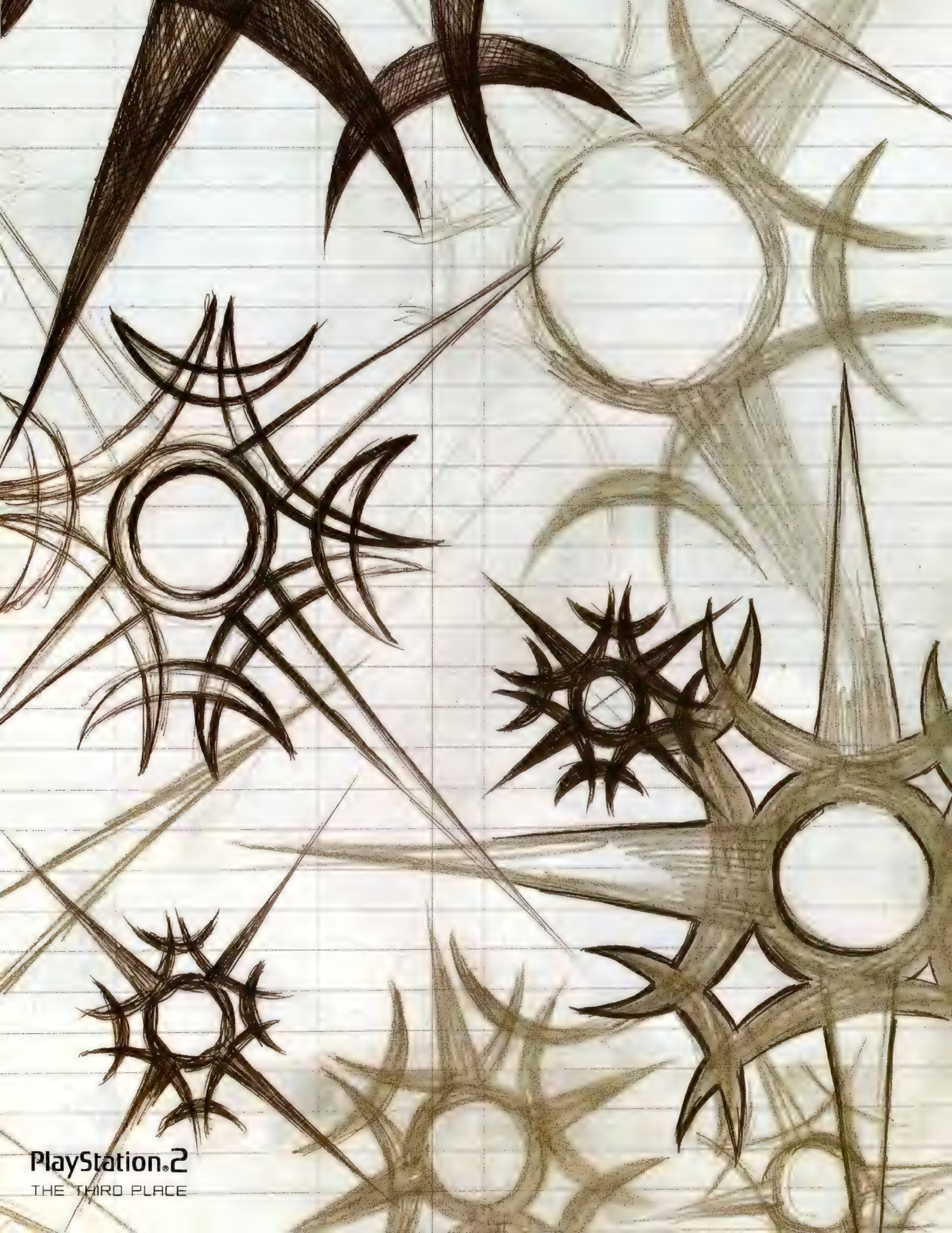

PlayStation.2

THE THIRD PLACE

PSM2

IN A HURRY?

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PSM2 ANTICIPATION

2003

Over 30 pages of brand new games. The future of PlayStation 2 – it starts here...

"THERE SEEMS TO BE SOME QUALITY GAMES BEING LINED UP FROM SONY AND SEVERAL MAJOR THIRD-PARTY DEVELOPERS"

2003: THE YEAR PS2 GOES ONLINE

The finer details of exactly when it's appearing and how much it'll cost to experience full-on cybernetwork gaming with your PlayStation 2 have yet to be confirmed – but there's no putting it off any more. Broadband will be the buzzword over the next 12 months. PSM2 predicts *if* you can get the 'band in your area you'll be able to start playing games against humans *you can't see* just after Easter.

The Broadband Pack's going to set you back the price of a game (£45), and for that you get the Ethernet Network Adaptor, a demo disc of online titles, plus an as-yet unnamed full game (which we believe will be *Hardware*). You'll also have to figure in the cost of Internet installation, if you're not already up and running and *subscribing* to an Internet Service Provider.

Oh, and then there's the actual price of the games themselves. Will there be the easy option of paying one single monthly fee, or will you be charged every time you play? There's a lot of confusion to still to cut through.

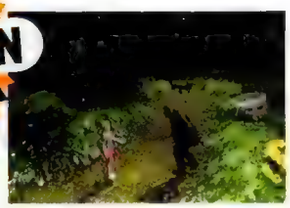
"YOU'LL BE ABLE TO START PLAYING GAMES AGAINST HUMANS *YOU CAN'T SEE* JUST AFTER EASTER"

However, at least there seems to be some quality games that are being lined up from Sony and several major third-party developers. Over the next four pages, we reveal those that could make you think again...

"IF YOU GET POISONED, THE OTHERS WILL HAVE TO WORK AS A TEAM TO GET YOU THE ANTIDOTE"

RESIDENT EVIL ONLINE

PSM2 ANTICIPATION



You're no longer alone in the dark...

PUBLISHER: Capcom Eurosoft **DEVELOPER:** Capcom **ETA:** June (Japan)

With only a Dreamcast throwback and a lame lightgun game to speak of on PS2, fans of the *Resident Evil* series have had every right to feel aggrieved in recent months. A feeling heightened by Shinji Mikami's decision to abandon the game's PlayStation roots and concentrate on Gamecube development.

Step-in Noritaka Funamizu (the brains behind *Street Fighter 2*), though, and fans can dust down their Colt Pythons for an altogether different kind of monster-mashing sensation. *Resident Evil* is going online.

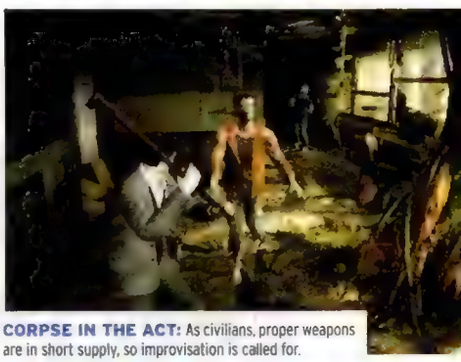
Set in Raccoon City while the familiar events of *Resi's 2* and *3* are unfolding, players assume the roles, not of fully tooled-up STARS members, but innocent civilians caught up in the carnage.

"RUMOURS SUGGEST THAT IF YOU DIE, YOU TURN INTO ONE OF THE ZOMBIES"

Eight different characters can be selected, ranging from twitchy Vietnam vet to dowdy waitress, all of whom will be fully customisable so as to ensure differentiation, but their collective goal remains the same – get the hell out of town before the government flattens it to prevent the spread of the dreaded T-virus.

To ensure that team-play is called upon, each character has unique skills and inventory – meaning that logged-on users must work as a unit to overcome all obstacles. Conquering the game alone is impossible. A possible example of this is if, say, you get poisoned – the others will have to work as a team to get you the antidote.

You'll be able to converse with your fellow citizens via USB keyboard while tracking each other's position by a four-way split-screen. However, friendships within the decaying *RE* universe will crumble as quickly as they're established. Rumours suggest that if you die, you turn into one of the rotting zombies, and a return to the land of the living is only possible if you kill a certain amount of your human comrades. Frankly, it all sounds utterly brilliant...

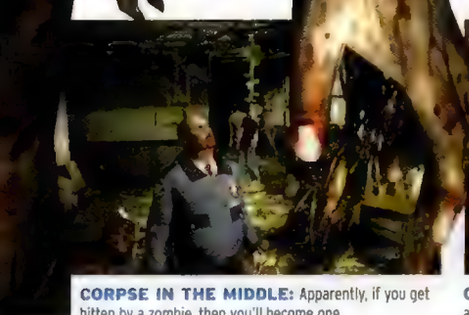


CORPSE IN THE ACT: As civilians, proper weapons are in short supply, so improvisation is called for.

ARMOURED CORPSE: The online aspect means you'll have to work with and protect fellow residents...

CORPSE A LOAD OF THIS: Each character will have their own items which, sadly, cannot be traded.

CORPSE AND ROBBERS: Aside from groaning zombies you'll also face danger from bands of renegades, hell-bent on robbing the, already petrified, civilians.



CORPSE IN THE MIDDLE: Apparently, if you get bitten by a zombie, then you'll become one...

CALL THE CORPSE: Most characters only have limited abilities and teamwork is required to conquer some areas.

"THE INTRODUCTION OF NEW LEVELS, POWER-UPS, SKINS AND VEHICLES WILL GIVE IT AN INNOVATIVE EDGE"

HARDWARE: ONLINE ARENA

Heavy metal multiplayer death.

PUBLISHER: SCEE **DEVELOPER:** SCEE **ETA:** Spring

PSM2 ANTICIPATION

With Broadband potentially throwing up all kinds of far-fetched possibilities – games like *Resident Evil Online* inviting players to trust faceless strangers in their quest to overcome the odds – *Hardware* just invites you to blow shit up. Lovely.

Built using the *Dropship* engine, the game is likely to be part of the introductory bundle in which purchasers of Sony's network adaptor can log on and create carnage within minutes of ripping the box open.

Plonked into the driving seat of punch-packing military vehicles, you're invited to destroy all-comers in a purpose-built arena. Sounds OK. What's more enticing is Sony's desire to use the game as a tool to build online communities, with the encouragement of clan-forming, ranking systems, downloads, competitions and episodic content in which, potentially, new levels will be constructed that are based entirely on players' requests and then incorporated in the explosive *Hardware* universe. Crikey.

Also, for newcomers that haven't had a chance to hone their vehicular combat skills with games like *Twisted Metal: Black*, a special training mode will be set up in which they can get used to the controls and general pace of the game offline before logging on to compete.

"HARDWARE JUST INVITES YOU TO BLOW SHIT UP. LOVELY"

Visually, the game's looking great, and the fact that it will continue to evolve after its release – with the introduction of new levels, power-ups, skins and vehicles – will give it an innovative edge over current, stand-alone shoot-em-ups. Released to coincide with the European launch of the PS2 Network Adaptor, we're waiting by our phone lines already.

IS THAT ALL THE TANKS I GET? Actually, no – more will be unleashed as time goes by. Tank god!

SOCOM: US NAVY SEALS

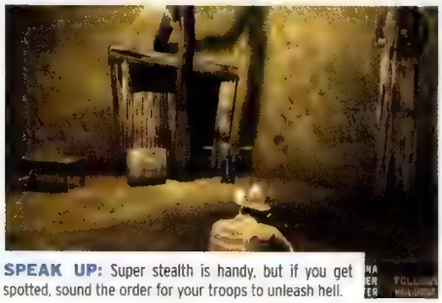
Limber up your larynx – talk is cheap...

PUBLISHER: SCEE **DEVELOPER:** SCEA/Zipper Interactive **ETA:** Spring

PSM2 ANTICIPATION

We love playing games. Some games we love so much we'd rather feel a bit squiffy from staring at the TV for too long, rather than switch them off. But talking *to* games? That's something else, something alien and something of a stumbling block we found when playing *SOCOM*, complete with its USB headset, for the first time.

The idea is to lead a team of crack personnel into a tense conflict, maintaining an element of stealth, and barking orders for them to follow into the mic, immersing you deeper into the gritty action. But trying to sound a little more fluid and a bit more convincing than, say, Davros is much harder than we could have ever imagined. This kind of technophobia will eventually be overcome though, hopefully in time for *SOCOM*'s European launch in the Spring.



SPEAK UP: Super stealth is handy, but if you get spotted, sound the order for your troops to unleash hell.

Reviewed on US import last issue, *SOCOM* impressed with its *Syphon Filter/MGS2*-style stealthplay, engrossing tactical campaigns and novelty verbal interaction. But it's the online play which is where the real action's at. With a series of levels in place (based on the one-player game terrains) up to 16 online users can assume the roles of the good and bad guys and go about silently sniping each other, capturing flags and suchlike.

"ONCE YOU'RE ONLINE YOU CAN SPEAK FREELY IN REALTIME"

Also, unlike the set list of commands you can utter to get your CPU-controlled buddies to perform tasks in the one-player mode, once you're online you can speak freely in realtime, barking as many orders, insults or genuine words of encouragement as you want within ten-second windows.

Interest in this game is immense on the other side of the pond, and we fully expect the SEALs to perform well over here too.

SPEAKY DEVIL: Hopefully, the retarded AI of your troops in the US version will be sorted for the PAL release.

SPEAK AT THE KNEES: Crouch down unseen, wait for the time to strike and, hopefully, your buddies will do the same.

"THE PLAYONLINE SERVER HAS BEEN THREATENING TO BUCKLE UNDER THE CONSTANT STREAM OF HEAVY TRAFFIC"

TRAFFIC JAM: Can our network servers handle the amount of traffic generated by this game in Japan?

PSM2 ANTICIPATION ★★★

FINAL FANTASY 11

There's a party going on, but we ain't invited.

PUBLISHER: TBC **DEVELOPER:** Squaresoft **ETA:** TBC

With over 180,000 gamers already logged on and merrily battering virtual beasts to within an inch of their lives online, it's easy to think that *Final Fantasy 11* has proved to be a runaway success in its native Japan. But has it?

The figure of users quoted is actually still a little short of Square's 200,000 Christmas break-even point, and we've heard that the PlayOnline server has been threatening to buckle under the constant stream of heavy traffic.

Then there's the various patches that have been dished out to repair programming tears, while expansion discs – featuring new characters, environments and items – that have been released would suggest that many players were unhappy with certain aspects of the original game.

What all this means to us, sat in our British lounges, though, is that when the game does get released over here, it'll be a smoother, more technically accomplished *Fantasy* ride. Although after all the Eastern teething problems and given the scale of its broadband user base, we've no idea when that'll be. Maybe by the time *Final Fantasy 13* arrives, we'll have the technology in place to join the party.

"WHEN THE GAME DOES GET RELEASED OVER HERE, IT'LL BE MORE TECHNICALLY ACCOMPLISHED"

YOUR ONE STOP GUIDE TO GETTING ONLINE

So, this selection of games got you intrigued? Well, here's exactly what you'll need to do to experience them in your home...

1) Come Spring 2003 (date to be confirmed) march down to your local retailer – Game, for instance – and buy a Broadband Gaming Pack, containing the Ethernet Network Adaptor, free game and start-up disc.

2) Go home, and screw your Ethernet Adaptor into your PS2 using a coin. (See last issue's DVD).

3) If you're lucky enough to have a Broadband connection, plug the cable into your Ethernet Adaptor. If not, ring your local ISP, such as NTL, Telewest or BT – this is where it gets confusing – to arrange installation. Wait for an engineer to turn up... provided, er, you can get Broadband in your area (see http://www.broadband-help.com/availability-search.asp). Tricky, eh?

4) Broadband installed? Then pop the start-up disc in your PS2 and begin the installation process. Best case scenario, you only need to click a few buttons to get online – the settings are detected automatically. Worst case, you'll have to adjust the settings manually, requiring details such as your Gateway number, primary DNS, secondary DNS and – yike – default router. Your ISP will have these details, but it involves another phone call and more faff.

5) Your PS2 will tell you it's network enabled. That's it – no more fiddling about. To play those network games, just load them up and click away at the options screen as normal.

THE VERDICT:
If you've already got a PS2 *and* Broadband connection, this is brilliant. Otherwise, it's *potentially* a bit messy, but well worth the effort. Installation is much easier than it sounds. Hey, it's a Sony.

ALSO WATCH OUT FOR...

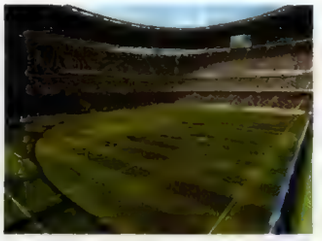
The following games will all carry online features.

TWISTED METAL ONLINE – SONY
Sweettooth and his twisted sisters get evil down your phone line.

ATV OFFROAD – SONY
Be quads-in with this online, off-road bike bonanza!

MY STREET – SONY
Minigames. Loads of 'em. And neighbourhood kids? You betcha.

NOBUNAGA'S AMBITION ONLINE – KOEI
Go real-life warlording strategy mental with the *Kessen* bods.



THIS IS FOOTBALL 2004 – SONY
Play away in a sense that your girlfriend would approve of.

DESTRUCTION DERBY ONLINE	SONY
EVERQUEST ONLINE ADVENTURES	SONY
WORLD RALLY CHAMPIONSHIP ONLINE	SONY
FREQUENCY 2	SONY
GRAN TURISMO 4 (TBC)	SONY
PRO EVO SOCCER 3 (TBC)	KONAMI

PLUS Capcom, EA, Activision, Take 2 and Eidos are also working with SCEE to create networked enhanced games...

2003

preview

"THIS IS ALL ABOUT SPEED, THE RUSH TO THE FINISH LINE, AND THE CHANCE TO HUNT FOR SHORTCUTS"

MIDNIGHT'S CHILDREN

1 SHING
A daddy's boy with an unhealthy obsession with cars. Shing constantly brags about his racing which has done nothing but endear him to the ladeez. Irritating and intense he'd rather cuddle a hubcap than crack a smile.

2 STEVEN
Steve's one of those blokes who'll buy you a pint, then spend the rest of the night prattling on about gear ratios, weight transfer and... guh, furr... beeeeep. Relies more on technical knowledge than skills.

3 STEPHANE
Arrogant gallic smarm-meister. Stephane hurls insults in French before breaking into English, unless he's really angry, then no one can hear anything but yelling and screaming. The French, eh?

4 DICE
Dice never rolls unless he know's he'll win, which must've made him bloody awkward during PE lessons. Richer than a goat's cheese trifle stuffed between two edible fifty pound notes. Dice has no respect for the law.

5 BLOG
Temperamental Essex geezer with a predilection for drum 'n' bass. He's the most likely to show off with flashy racing tricks. If his second name was Brush, or Standard, this would've been so much funnier. Honest.

6 GINA
This party animal loves to spin records and groove all night long. A naturally talented, flirtatious disco diva she's oblivious to those around her and likes to get lost in the sound. Let's hope she's better on the road, eh?

7 KENICHI
This member of the Tokyo underworld refuses to cheat – but will take your life if you break the rules. He respects opponents of equal ability. What next? A daddy's boy with an unhealthy obsession with cars? (Oh. See Shing).

"DESPITE BEING MANAGED BY THE SAME PEOPLE WHO BROUGHT YOU THE GRAND THEFT AUTO SERIES, THIS AIN'T GTA 3.5"

MIDNIGHT CLUB 2

12 o'clock and all's well for Rockstar's street sequel.

■ **PUBLISHER:** Rockstar ■ **DEVELOPER:** Rockstar San Diego ■ **ETA:** February

"As a glimpse of the future, *Midnight Club*'s astounding," PSM2 commented in its review of Angel Studios' original game, way back in issue #03. It was a solid attempt at offering a free-roaming crunch-em-up in the early days of PlayStation 2, let down by hammy characters, sludgy graphics and questionable longevity.

But we were right. *GTA3* probably *probably* wouldn't have been the success it was without the dry run of the *Club*. All that freedom. All those cars. Which is what makes *Midnight*'s sequel all the more important. Look what Rockstar have achieved in the intervening years.

We need to make one thing clear, though. Despite its direction being managed by the same people who brought you the *Grand Theft Auto* series, this isn't *GTA3.5*. There's no getting out of the car and biffing away at some roller-skating bimbette. This is all about speed, the rush to the finish line, and the chance to hunt for clock-shaving shortcuts on the streets of LA, Paris

2003 preview

"MOST OF US HAVE EXPERIENCED ILLEGAL STREET RACING ON PS2 BEFORE, SO YOU SHOULD KNOW THE DRILL BY NOW"

"PENETRATE A 'NOTORIOUS SYNDICATE' AS A NOVICE DRIVER, EARNING RESPECT TO PROGRESS TO THE BIGGER BURN-OFFS"

PACK MAN: Cars will still ground even though the AI pushes rivals to discover their own routes.

SHINE DANCING: All the cars on the street might look fresh-waxed – but it won't last long.

SPRUCE COBBLE CAR: You'll be able to swipe the opposition down some of the simpler shortcuts.

NICE STATION ZEBRA: Illegal street racers, of course, don't give a monkey's about traffic markings.

ALL BIKE TO MINE

Normally, the only vehicles you'll see around midnight are taxis, milk floats and 1.0L Citroën Saxos, but on the streets of *MC2*, there're 28 sexy motors to admire. Racers choose from 25 increasingly powerful cars, and three motorbikes. As the race progresses, cars

buckle, steam and crumple, though there's no affect on the handling till the car explodes. Underneath the arcade-friendly, vehicle-distinct handling, there're over 100 tuning parameters – which are kept in the background. Developers Angel Studios have been working on their physics engine for eight years, culminating in *MC2*'S licence-free Tarmac chewers.

and Tokyo – videogaming's favourite cities (after San Francisco, naturally).

OK, most of us have experienced illegal street racing on PS2 before, so you should know the drill by now: penetrate a 'notorious syndicate' as a novice driver, earning enough respect from your fellow racers to progress to the bigger street burn-offs. And, of course, bagging the performance vehicles of your rivals as you knock them out one by one.

Taking a lead from *Vice City*, *Club 2* packs in a wide assortment of speed machines to nail, ranging from muscle cars to motorbikes – 28 in total. The bikes are a brand new addition. With their punchy acceleration and handling, they provide possibly the most exhilarating ride in the game. Thunk into the boot of a car backing out of a driveway though, and watch how fragile your body really is.

The central theme of the *Midnight Club* games, aside from the obvious 12 o'clock connection, is the way you're encouraged to find your own routes to success. Roads through the cities spread out like veins, with intersections and junctions demanding quick-fire choices from your over-stimulated driving brain.

To enhance this feature further, Rockstar have developed a 'tailbranching' system. We talk about this elsewhere, but essentially the AI of your rivals has been enhanced to ensure they make random directional choices at junctions. The fact that they're not locked to a routine path ensures that each race *should* feel subtly different to the last – on paper at least.

Thankfully, we can confirm that in practice they genuinely do. For once, in a racing game, it truly feels like you're racing against *real* people rather than drones in shades. People who seem completely in the zone one minute, but fumble it in a pile-up the next. Not only that, you'll need to avoid pedestrians, bullet through traffic jams, jump lights, squirrel down narrow alleys and dodge round slow manoeuvring cars. The three cities are filled with living, thinking citizens, and it looks like it's going to take a long, long time to master their busy streets.

HOT AND BOTHERED: No getting out of the car to argue your case with Johnny Lawman, sadly.

"FOR ONCE IN A RACING GAME, IT TRULY FEELS LIKE YOU'RE RACING AGAINST REAL PEOPLE"

BIKE TO BASICS: The streamlined growlers might be nifty, but they'll suffer damage quicker than cars.

LIGHT CLUB: Look at the haze on those tail lights, eh? And the shimmer on that road surface. Ooh.

SUN OF ALL BEARS: Look at that sun... through... the trees. No, hang on, wasn't that in *GTA*?

LA STORY: City of Angels? City of narcissistic rollerbladers and tuned hummers, more like.

DAY AN EIFFEL: Paris – city of love. Drive through boulangeries and dodge the gendarmes. Yay!

MARKS, SET, BOGOF: Plenty of neon in the world's worst city for trying to drive anywhere fast.

MORE'S THE CITY

There're three cities to race in – LA, Paris and Tokyo – teeming with traffic, shortcuts and leaps. The maps aren't inch-perfect – not like *The Getaway* – but place landmarks, like the Eiffel Tower, in correct geographical relation. The developers have written their own street layouts, with over 300km of roads, featuring hand drawn buildings for diversity.

LA ANGELES

The city of angels is where you begin your career, with wide open streets, downtown traffic and seedy street gangs. This is where you meet up with the love interest, who probably doesn't like you at first, or is related to your arch enemy. Or both.

PARIS

Wave 'au revoir' to the smell of croissants and savour the aroma of man-panic as you leap 200ft over the Seine in a 5.0L sports car. All the major landmarks are present, including a sweeping circle around the Arc de Triomphe and a ramp-shaped Pompidou centre replete with wobbly tunnels. Ooh la la, as Po once said to the yellow one.

TOKYO

Tokyo buzzes with neon, tight bends and fuming traffic. This is your final destination, with the most diverse architecture, ranging from the shanty religious district to the intensity of Akihabara.

BABY COME BIKE: We'd like to see his helmet come off when he slams into a concrete stanchion.

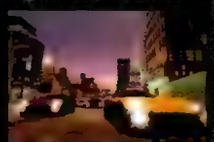
The relentless way the cops tail your ass doesn't help. Not content with simply chasing you down like the 160 mph dog you are, they'll spot you with helicopter patrols and set up road blocks to end your steaming run. Unless you choose a route that avoids them. It's the thinking man's arcade racer.

Or is it? After playing an early version recently, we came away a little mixed up. It's certainly comparable to *Burnout 2* in terms of speed and acceleration, and, in terms of visuals

"THEY'LL SPOT YOU WITH HELICOPTER PATROLS AND SET UP ROAD BLOCKS TO END YOUR STEAMING RUN"

ROUTE CANAL

"AI is the most important aspect of a driving game," piped Rockstar supremo Dan Houser during our meeting, and on the evidence of the code we're playing, MC2 delivers. In contrast to the on-rails opposition of the original – all you had to do



was learn the route and beat your rivals to the racing line – racers will now make decisions as the race unfolds – described by Rockstar as 'rail branching'. For example, the race is just as likely to begin with a pile up, as with you screaming into the lead. The AI's primary concern is winning; not turning left at the third junction. Ultimately, each race feels unique – something which few racing games can claim.

PRIVATE PILE-UP: Often, races'll culminate in a tooth-jarring collision between half of the pack.

PSM2 ANTICIPATION

there's some incredible touches in the perky urban environments. But, equally, there are moments where it's all a little frustrating and gloomy. One second you're grinning at the reflection of the streetlights on bodywork, the next you're gurning at the way the scenery falls apart when you're mid-jump in your motor.

Controls-wise, like the first game, things are very arcadey, with powerslides and complete 360° spins pulled off with tyre-screaming ease. Some would argue that things are a little *too* simplistic, easy and unsatisfying. Rockstar, on the other hand, would probably rather point out that they're trying to liberate the control system in order to expand the whole open-ended, checkpoint-nailing driving experience.

The Men Behind *GTA* clearly have confidence in *Midnight Club 2*. In fact, they like the game so much that, like the late, great Victor Kiam, they "bought the company". Angel Studios will now be forever known as Rockstar San Diego. We predict you'll be seeing a lot more from them soon. Think driving games. Think online.

"THE GAME WAS GOOD. NOT BRILLIANT, BUT A SATISFYING COMBAT GAME"

SPARKY SPARK: More enemies pile on the pressure and up to 100 can be targeted at once.

FISH 'N' STRIPS: Makeshift weaponry can be stripped from buildings and used to batter your foes...

PSM2 ANTICIPATION ★★★

GUN IN THE OVEN: The pressure-sensitive pad buttons are now used to vary the power of certain weapons.

ZONE OF THE ENDERS 2: THE 2ND RUNNER

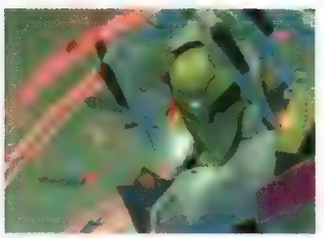
Mech or break time as Kojima's sequel goes it alone.

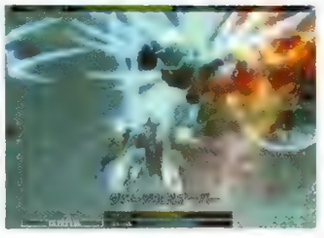
■ **PUBLISHER:** Konami Europe ■ **DEVELOPER:** KCEJ ■ **ETA:** March

"THE CEL SHADING GIVES ZOE2 A MUCH MORE ANIME-TINGED FLAVOUR IN KEEPING WITH THE GAME'S ROOTS"

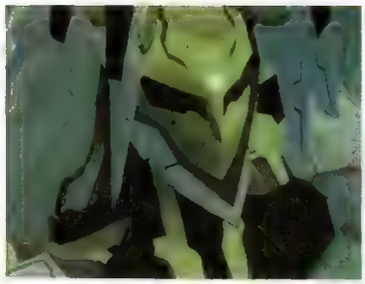
When *ZOE* was first released back in 2001, it may have shot to number one in the charts, but the true extent of its popularity was gauged precisely by how many copies could be seen stuffed into the 'pre-owned' bins in game shops across the land the following week. And how many bargain-hunters ignored it in their droves once they realised it was stripped of the vital ingredient that arguably aided it on its chart assault – that free *Metal Gear Solid 2* demo.

But the game was good. Not brilliant, but a satisfying combat game in which you, piloting the most technically superior mech in the galaxy, could blast chunks out of your towering adversaries and enjoy a charming story of an orphaned youth 'discovering' himself against the backdrop of an intergalactic war. Sure, it prioritised graphical flair over true depth, but KCEJ's decision to release a sequel, repairing the faults of the last game and building on the combat-heavy theme is the least that *ZOE* deserves.



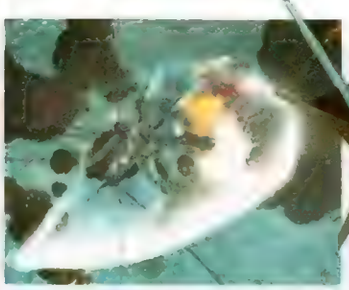


"SET TWO YEARS AFTER THE FIRST GAME, ZOE2 IS BASED AROUND A RAGING WAR BETWEEN EARTH AND MARS"

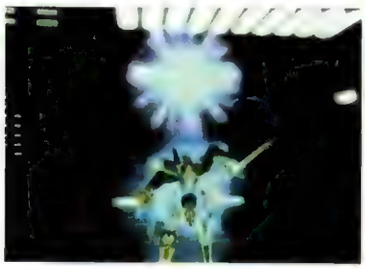


DOG HOLLER: The protagonist is now a hardened ex-military officer called Dingo. Moody-looking chap, eh?

ALONE RANGER: Will *ZOE2* have the spark to succeed without Snake's influence? Time will tell.



SURFACE TENSION: Protecting the public is out and punching holes in the scenery is in. Yesss.



FAR SCRAPE: The slow-down and distance problems of the last game look to have been sorted.

METAL PICKY: With more enemies attacking in force, evasive action may, at times, be the best tactic.

HARD CEL: The new, cel-shaded look has so far proved very popular with forum-dwelling fans.

"THE SCRAPS IN ZOE2 SEE THE JEHUTY TAKING ON UP TO 100 ADVERSARIES SIMULTANEOUSLY"

And Hideo Kojima, who presided over development of the first game, has come down from his place in the stands and taken a much more active roll in the dugout for *ZOE2*'s construction. This man truly thinks that *ZOE* has the potential to be the next *MGS* and is going to do everything in his power to make it so.

Set two years after the first game, *ZOE2* is based around a raging war between Earth and Mars. Leo Stenbuck has vacated the mighty mech, Jehuty, enabling a crippled ex-military officer called Dingo to take over the piloting duties. The hard-knuckle approach of the game's main character has extended right into the theme of the game, and the moral undertones of the original (in which the harming of innocent civilians was frowned upon) have been abolished in favour of a much more carefree approach. Now, inflicting damage with abandon on the planet's surfaces is encouraged at every opportunity and the fights are given new depth with your ability to strip steel sheets and rods off of buildings and use them as makeshift weapons against your enemies.

You'll certainly need to use all the resources at your disposal as well because the scraps in *ZOE2* see the Jehuty taking on up to 100 adversaries simultaneously. More emphasis is being placed on the intelligent use of the Jehuty's sub-weapons, and rumours from the development camp even suggest that you will be forced to only use particular weapons at certain times, so maybe players will have to call on some of that public-protecting control they adopted in the first game after all. The game's new director, Shuyo Murata, is also exploring the use of the DualShock 2's pressure-sensitive buttons to vary the power of some weapons – which would certainly give the player a greater sense of actually 'piloting' the Jehuty rather than merely controlling it. That said, there seemed to be precious little evidence of this in the demo we played recently.

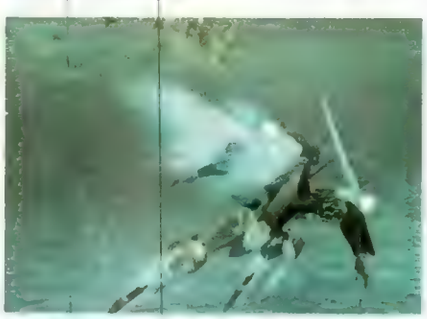
Finally, there's the revised 'look' to the graphics. Sure, the cel-shading route is second only to bullet-time as the current 'in-thing' for fashionable coders to do, but it also gives *ZOE2* a much more anime-tinged flavour in keeping with the game's roots. Not only that but, from what we've seen, it appears that the slowdown problems which hindered the first game have been addressed. All of which means *The 2nd Runner* could prove successful in its own right without clinging, limpet-like, to Snake's apron strings. Here's hoping...

COMING SOON...

Konami's incredibly mixed up line-up for the new year.

SILENT SCOPE 3 **(JAN)**
BOMBERMAN KART **(FEB)**
FROGGER CLASSIC **(FEB)**
EVOLUTION SNOWBOARDING **(MARCH)**
EVOLUTION SKATEBOARDING **(MARCH)**
SILENT HILL 2: DIRECTOR'S CUT **(MARCH)**

YU-GI-OH! DUELISTS OF THE ROSES
Sky One TV hit due in April.
ISS 3 **(APRIL)**
MGS2: SUBSTANCE **(APRIL)**
DDR MAX DANCE DANCE REVOLUTION **(MAY)**
SILENT HILL 3 **(SPRING)**
SUIKODEN 3 **(SPRING)**
EVOLUTION SNOCROSS **(AUTUMN)**
MOTO-X **(WINTER)**
PRO EVO SOCCER 3 **(TBC)**



FORCE FEEDBACK: Apparently, the game will force you to use certain weapons at specific times, so it pays to know your arsenal.

"DOES MIDWAY'S BLOODLETTER STILL DELIVER WHEN YOU'RE AS COMFORTABLE WITH CLARET AS JILLY GOULDEN?"

IMPALE AND WITHDRAWN: Even with a sword through the lungs, bleeding at every move, it's possible to win your bout.

FATAL BLOWS

All right – so we admit we're not sick of the Fatalities. They're the tasty crust on a meaty violence-pie; the perfect way to end a bout. But what happened to the Friendships?

KANO

In a cunning twist on an old favourite, Kano rips out your heart... then your stomach... then your lungs. Then he kicks you. Sporting.

MAVADO

The man with the elastic bands hurls them into the ground at your feet, backs up a bit... lifts up one foot...

MORTAL KOMBAT: DEADLY ALLIANCE

Kombat to what you know – as Midway's series returns to its roots.

PUBLISHER: Midway ■ **DEVELOPER:** Midway ■ **ETA:** February

What's that? Crikey, he's not going to... squillch. Splirrt. Ooh. He has. Within a day of getting *Mortal Kombat*, we'd already seen all the basic characters' fatalities – only one each – enough for the revulsion (Marcus) and smirking (Joel) to fade. Which leaves the question – does Midway's bloodletter still deliver when you're as comfortable with claret as Jilly Goulden? Thankfully, the answer's a resounding yes.

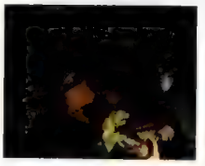
The stance system's the key – in Hapkido style, Scorpion's good at rapid combos, but the more brutal Pi Gua focuses on powerful single hits. Tap L1 again, and he whips out a chortling great sword – good for range, damage, and creating lovely sparks when you clank it against an opponent's weapon. For newcomers to the fight game, it's the perfect antidote to *Tekken*'s bewildering frame-glitch chicken-buffering, yet it still offers up enough reversals and juggles to test experts. Then there're the touches that're pure *Kombat* – like Bo Rai Cho's skiddy-puke-puddle move, or the impalings. We've mastered them all now – it's fairly common to see Quan Chi scampering after Li Mei with a pair of sai through his knees. Solid graphics complement the carnage, with fighters ending a hard-fought bout scarred and bruised, clutching their face after a jab to the eyes, even coughing and spluttering as they get their breath back between rounds.

The only problem's the Koffin (tch) system, where you use 'kurrency' (bah) earned in 'Arkade' (possibly) mode to buy hidden extras. There're 626 of the bleedin' things, and with slim indication of what you're likely to get, you'll have to troll through several dozen bits of 'koncept' (gnngh) art before you get a single new character. Or kharacter. Some of them have hints about what's in another koffin. Some of them have yet more koins. Some, for Khrist's sake, are *empty*. Still, we'll be remedying *that* in next month's tips.

Although *Mortal Kombat*'s getting on for ten years old, *Deadly Alliance* could be the game to rekindle interest in the introverted beat-em-up genre. It's got depth and death, squelch and subtley – and it's great. But... he's not going to do what we... ooyah! Eep.

SNAKE ON ME: Shang Tsung's got a beautiful jab-em-in-the-eyes attack – perfect for chaining into longer combinations.

then twangs into you boots-first. His shoeshine bills're murder, mind.

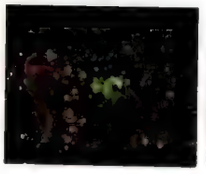


SCORPION

The yellow ninja slings his spear. Instead of the usual tracheotomy, it hits soft, yielding brain. One tug? Not enough. Two tugs? Still not enough. Three tugs? Lovely.

SHANG TSUNG

Remember when Mr Tsung could just *drain* the soul out of someone? Now he has to bash them on the floor, then jump on their ribs.



"KANO RIPS OUT YOUR HEART... THEN YOUR STOMACH... THEN YOUR LUNGS"

"OUR BIGGEST DECISION WAS TO KILL OFF LIU KANG WHICH WAS LIKE KILLING OFF LUKE SKYWALKER!"

ED BOON SPEAKS

In a rare interview, we get the game's producer, Ed Boon, to spill his guts on what succulent treats the future holds for sickest slugger in town...

PSM2: What's been the reaction to the game so far?
BOON: We've had testers playing the games for months now and what's really amazing is how, when you think you've seen everything, someone comes up with a combo that's completely outrageous. That's encouraging because we feel like we've given the player the canvas and let them create what they wanted to with the existing moves.

PSM2: With *MK Deadly Alliance*, do you feel that the shock factor that played such an important part in establishing the earlier games will be as big an issue?
BOON: I don't feel it'll play as big a factor in *Deadly Alliance* because it's been ten years and there have been other games since that have been a lot more shocking than *Mortal Kombat*. Now we're emphasising more of the fighting mechanics

PSM2: You still have some fairly brutal Fatalities, though...
BOON: Yeah, I just don't think they play as big a role in this game as they might have in the last few games.

PSM2: Can you tell us about some of the new characters in the game and what you hope they're going to add?
BOON: Some of the more exciting new characters are Blind Kenshi who's blind, obviously, and who fights with his other senses, Bo Rai Cho, who uses a drunken fist fighting style and Li Mei, who's our 'sexy' female. I'll never work on a *MK* game without the likes of Scorpion or Sub-Zero, but our big decision was to kill off Liu Kang. It was like killing off Luke Skywalker!

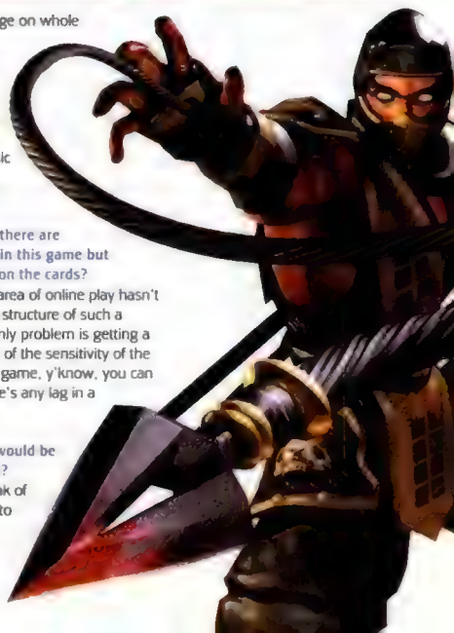
PSM2: How well did you research the different fighting styles?
BOON: Very extensively. We have a couple of guys on the team – Carl Spacina and Nigel Kacey. Carl played the original Raiden in *Mortal Kombat 1 & 2*, and now he's one of the designers, and so him and Nigel did a lot of Net research of over 60 fighting styles and tried to take the best components and distribute them among the characters

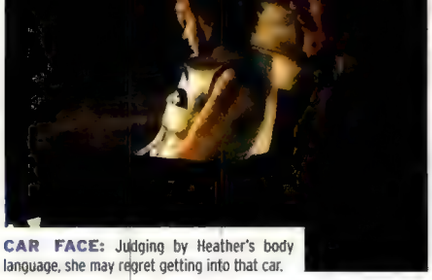
PSM2: What do you feel about the current crop of beat-em-ups that you're going to be competing against?
BOON: Our game is going to be very different from them. Games like *Tekken 4* are more like fighting 'simulators', whereas we lean more towards the more magical type of moves because we're trying to go to the extreme. Obviously nobody can bleed as much blood as we have in our games and that gives us our own kind of niche with those games. I believe we're gonna sell more, but I guess the players will decide that.

PSM2: If you had more time, more resources and more power, what would you like to bring to the *Mortal Kombat* series?
BOON: Whenever we get close to finishing a game, we always say, "Maybe we're not going to have time to do this" and that's always a painful process. There's always things that we want to do to advance it. I'd want to see damage on whole bodies, torn clothing and more sophisticated presentation – in terms of more polygons and the whole fighting mechanic. I'd like it so that when you're playing it looks like you're watching a kung fu movie. More camera cuts, maybe synching the music with the fighting. Every time I watch a kung fu movie I'm always taking notes

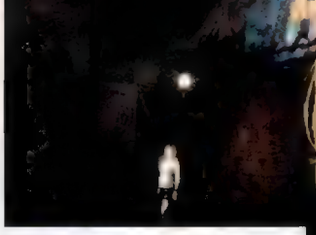
PSM2: Can we assume that, because there are elements that you wanted to include in this game but couldn't, there's more *Mortal Kombat* on the cards?
BOON: I'd love to think so. The whole area of online play hasn't been exploited enough and the whole structure of such a tournament could be incredible. The only problem is getting a connection that's fast enough because of the sensitivity of the these games. It's such a twitch-related game, y'know, you can have a football game online, but if there's any lag in a fighting game you're gonna feel it

PSM2: But if the network is there, it would be something you would want to explore?
BOON: Absolutely, I'd love it. I can't think of anything more exciting as an addition to the whole fighting game genre than online play.





CAR FACE: Judging by Heather's body language, she may regret getting into that car.



SCREAM PARK: Disorientation, nausea... and that's before you even get on a ride.

SH3 BIG CHEESES

SILENT HILL 3

When check-out staff attack!

■ **PUBLISHER:** Konami Europe ■ **DEVELOPER:** KCE Tyo ■ **ETA:** April

This third edition of hell-town horror is quite a departure for the series – it doesn't feature a missing person for a start. Focusing on a young girl called Heather, things take a turn for the worse when, out shopping one day, she's catapulted into a petrifying parallel dimension where there's more frightening things to contend with at the check-outs than change-fumbling pensioners.

PSM2 ANTICIPATION

With all-new locales, so far revealed to be subways and grotty theme parks (and we wouldn't rule out another stay at the hospital...), fear is conveyed via the implications of what you don't see rather than in-yer-face frighteners. Although the balance of suspense and helplessness of the earlier games has swayed in favour of all-out action, with Heather able to brandish fully automatic weaponry. Another *Silent Hill 3* first.

"FEAR IS CONVEYED VIA WHAT YOU DON'T SEE"

SICKO-PHANT: More freakish phantoms prowl the darkness in search of flesh to feast on.

Fans of the series needn't be alarmed at the switch towards a more *Resident Evil* orientation though. The developers are confident that this game will be the scariest yet – a stance highlighted with new multi-layered textures applied to the scenery to make blood positively ooze through every partition. It'll give every location a truly unnerving sense of being alive.

So cancel that caravan vacation in Plymouth, there's only one holiday hot-spot worth venturing to next Easter. And you ain't gonna be checking out in a hurry, either.

SIREN KILL: More riddle-spouting loons cross your path. As usual, trust no-one.

PRIVATE SHOOTER: You get to brandish some tasty tools – at long last!

DMC2 PRODUCER

DEVIL MAY CRY 2

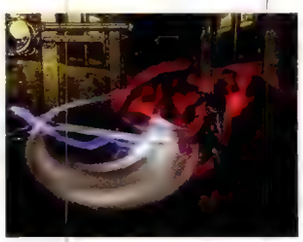
Two heroes – two discs?

■ **PUBLISHER:** Capcom Eurosoft ■ **DEVELOPER:** Capcom ■ **ETA:** March

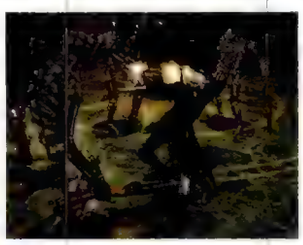
Virgins, chickens, goats... Those that worshipped the *Devil* the first time round had better stock up with sacrificial subject matter, because *DMC*'s second coming is twice the monster. Breaking free from the gothic castle confines of the first game, Dante has learnt more gymnastics and can now brandish two different-calibured shooters at once for optimum devil-disintegrating effect.

You will have also read about the secondary character, a vixen called Lucia, but news just in suggests that she will feature in her very own version of the game and not alternate with Dante on certain missions. In a move reminiscent of *Resident Evil 2*, the game will come on two discs – one featuring Dante and the other Lucia – although this has yet to be officially confirmed by Capcom. Either way, *Devil May Cry 2* is destined to become a treasured 'possession'.

PSM2 ANTICIPATION



DEVIL MAY FLY: All-new powers enable Dante to take flight and maim from above.



PISTOL RESISTANCE: Dante can now point two different guns in multiple directions...

MGS2 LORD

MGS2: SUBSTANCE

PSM2 ANTICIPATION

The best is yet to come...

■ **PUBLISHER:** Konami Europe ■ **DEVELOPER:** KCEJ ■ **ETA:** March

If *Sons of Liberty* was like the last drop of cordial, with its gameplay diluted with enough waffle to fill up a pint glass, then *Substance* is neat, concentrated juice that, ahem, refreshes the parts *SOL* just couldn't reach. The game consists of one disc and upon loading you're given *loads* of options: play the *Sons of Liberty* game in its entirety or delve into the core of what *Substance* is all about – 200 VR missions, 100 Alternate missions set within the *MGS2* levels and five Snake Tales – totally new stories involving Snake. Yes, that's Snake, not R*iden.

TALE US ABOUT IT: All-new missions starring Snake will be a massive draw to fans.

"SUBSTANCE REFRESHES THE PARTS SOL JUST COULDN'T REACH"

Also included will be The Document Of *MGS2*, a DVD featuring special behind-the-scenes sketches, programming techniques, research footage and plenty more besides. See last issue for more details...

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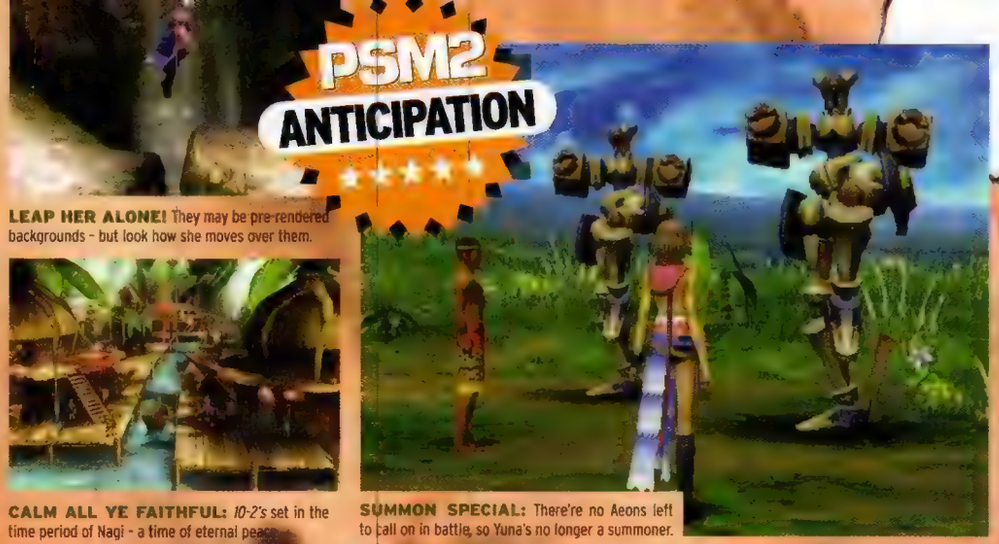
THE PARAN IA PLACE THE S DIS TIC PLACE THE H STILE PLACE

PlayStation.2 THE THIRD PLACE

Good morrow! I am ye olde PSM2's pointy-eared Jonnie Bryant, and, frankly, I love Role Playing Games. *LOVE* THEM. So here's my pick of 2003's biggest number-crunchers...

PSM2 ANTICIPATION



LEAP HER ALONE! They may be pre-rendered backgrounds - but look how she moves over them.

CALM ALL YE FAITHFUL: *10-2's* set in the time period of Nagi - a time of eternal peace.

SUMMON SPECIAL: There're no Aeons left to call on in battle, so Yuna's no longer a summoner.

ALSO WATCH OUT FOR...

BREATH OF FIRE: DRAGON QUARTER
Capcom ■ March
It's getting crowded in the cel-shaded RPG market. Capcom's non-random battle tactical RPG should stand out, though...

THE MARK OF KRI
SCEE ■ March
OK, it's not really an RPG. More an action-adventure (I'm beginning to hate that phrase). But this might be a good introduction to the whole scene for beginners. But it's not a very big game...

FINAL FANTASY 11
Square ■ TBC
Well... it *might* happen in the UK in 2003, but until there's clear news on the PS2 broadband 'scene', we remain a sceptical.

EVERQUEST ONLINE
SOE ■ TBC

DRAGON QUEST 8
Enix ■ TBC

STAR OCEAN 3
Enix ■ TBC

VENUS & BRAVES
Namco ■ TBC

FINAL FANTASY 10-2

Squaresoft re-invent themselves for their next big project...

PUBLISHER: TBC ■ **DEVELOPER:** Squaresoft ■ **ETA:** Spring (Japan)

YUNA MAYONNAISE: Forget the magic, my love - use your special blue guns.

Holy frikkin' smokes, no-one *really* expected this; a second standalone disc of *Fantasy* before Square take their series online with *FF11*. To mark the occasion, they've taken Yuna, squeezed her into hotpants and given her two dirty great pistols. Yuna's not a summoner anymore, and is attempting to distance herself from her earlier notoriety. This is *Final Fantasy* with attitude, and boy does it get me hot!

Although setting the game's events only a couple of years after the finale of *FF10* (hence the '2'), Square are evolving the gameplay. While not taking the series into action-adventure territory, they do seem to be offering us a little more freedom, in terms of both exploration and actions. There're more locations open to explore from the moment you start the game, and the way you get to each of seems a lot more dynamic than before – watch Yuna run, jump and grip onto ledges like a cheeky macaque.

It *will* hit the UK in 2003, although a publisher and release date are yet to be confirmed. Whether you think you can lend Square *another* nine days from your precious life is a question only you'll know the answer to. I know I can, because I love a bit of role-playing. Especially in the bedroom, ladies, if you're listening...

DARK CHRONICLE

PSM2 ANTICIPATION

Sony's light-free saga continues.

PUBLISHER: SCEE ■ **DEVELOPER:** Level-5 ■ **ETA:** TBC

We had high hopes for *Dark Chronicle*'s prequel *Dark Cloud*. It didn't totally meet them, but still picked up 81%. *Chronicle* looks to take the more impressive elements of the first game – including its town-building system – and wrap them up in a vastly improved graphics engine. The first game was classed as a 'Jonnie game', mainly because it was very brown. *Chronicle*'s comic book approach should mean everyone'll leave me alone.

Sony have yet to confirm that they'll be publishing *Dark Chronicle* in the UK. The Bryant gut reaction? Depends if they pick up *FF10.2*. I hope they snap up both. Look, Sony, *Chronicle* features a tree-planting robot, ferchrisakes! The Geo-Rama environment creation business looks much more detailed, and hopefully all the dungeon-based stuff will be trimmed down.

TOWN WITH THE KIDS: The game environments you build gel together superbly.

CARTOON ARMY: Where the first game was dark and dingy, this shines like a star.

"THE FIRST ONE WAS A 'JONNIE GAME'"

JONNIE THREE EYES

Kings, amigos, blind mice – all good things come in packs of three. I can see the future. Here is what I see...

WILD ARMS 3

THREE'S A JOLLY GOOD FELLOW: Four heroes search for their destiny in a world that combines fantasy with the Wild West and seals it in a cel-shaded shell. A Sony game picked up by Ubi Soft for a UK release, it's out in January.

SUIKODEN 3

I WANT TO BREAK THREE: The PS2 debut of Konami's infamous series. Its Trinity Sight system lets you see the story from the three characters' perspectives (just like me). Expect it to arrive over here within the next three months...

MONSTER RANCHER 3

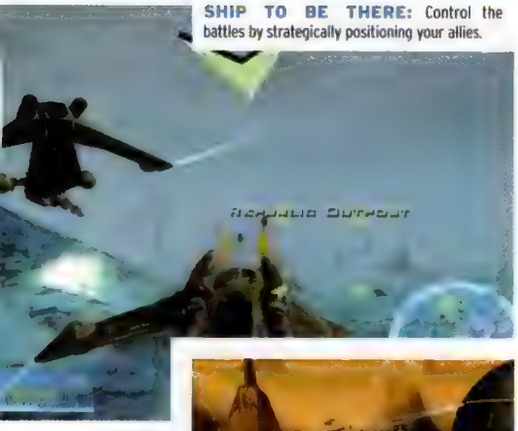
THREE WILLY: Yes, yes, I'm *sure* someone will release Tecmo's delightful breed 'n' battle-em-up over here in 2003. I like farming. Brilliantly, it lets you import an image from a Sony digital camera into the game. Oink-oink!

"THE CLONE WARS AIMS TO GO ONE BETTER AND ALLOW YOU TO FULLY ORCHESTRATE THE BATTLES"

STAR WARS: THE CLONE WARS

Exactly what war is good for...

PUBLISHER: Activision **DEVELOPER:** LucasArts/Pandemic Studios **ETA:** January



SHIP TO BE THERE: Control the battles by strategically positioning your allies.

TANK MARVIN: The sheer number of foot soldiers and craft on-screen is mightily impressive.

Whereas the *Starfighter* games did well to recreate that 'what the f...?' feeling of intense awe cinema-goers first felt when thrust into the intergalactic space battles of the climactic scenes of both Star Wars and Jedi, *The Clone Wars* aims to go one better and allow you to fully orchestrate the battles, rather than play but a mere bit-part.

The scene was set in the final reel of Lucas' latest epic. Tension is mounting on the battle plains of Geonosis and the clone legions are standing by for you – as Mace Windu, Anakin Skywalker or Obi-Wan – to get stuck in. And get stuck in you do – controlling more than 30 different units over a series of campaigns set, not just on the Clone War's celluloid setting, but also in Rhen Var and Kashyyyk. Yes, *Kashyyyk*.

LucasArts have enlisted the coding talent of Pandemic Studios, of *Battlezone* fame, although the switch to a more tactical slant after the gung-ho, all-out blasting of the *Starfighter* games may prove disappointing for some.

With the release pushed back, it's just possible that LucasArts may be addressing some concerns – namely our desire to command all the vehicles. But *The Clone Wars* should be worth the extra wait.

POD CARTY: Preside over the action or break away to undertake your own mini missions.

"A MORE TACTICAL SLANT MAY PROVE DISAPPOINTING FOR SOME"

PSM2 ANTICIPATION

PRIMAL

Instinct says 'tread carefully'.

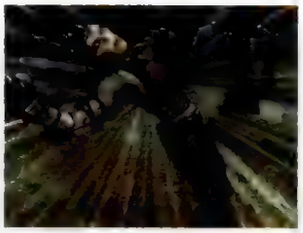
PSM2 ANTICIPATION

PUBLISHER: SCEE **DEVELOPER:** Studio Cambridge **ETA:** February

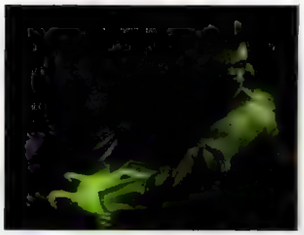
Originally announced at E3 back in 2001, *Primal* succumbed to '*Getaway* fever', spending the following year and a half laying low and refusing to put in any appearances. But now Studio Cambridge's third-person action adventure, set in a realm between our world and the afterlife, has finally got its act together.

Featuring two playable characters – Jen (feisty female with a back tattoo) and Scree (a living gargoyle that can turn to stone at will), you're able to switch between them at any time during play and utilise each one's powers, both singularly and as a collective unit, to traverse the dimly-lit underworld levels and solve puzzles.

From what we've seen so far, not a lot of new ground is being covered, although the way in which Jen gradually mutates into a demonic form, with new weaponry coming into play with each metamorphic stage is a clever touch. Aesthetically speaking though, there's a lot of work to be done between now and February...

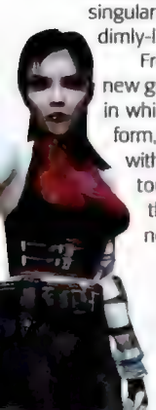


JEN-DER BENDER: Starting out as a honey, Jen slowly mutates into the Devil's wife .



DEVIL TOASTER: The folk you meet in the alternate dimension are anything but pleasant.

"THE WAY JEN GRADUALLY MUTATES IS A CLEVER TOUCH"



ENTER THE MATRIX

The One to watch...

PUBLISHER: Atari **DEVELOPER:** Shiny Entertainment **ETA:** May

Coinciding with the theatrical release of The Matrix Reloaded, the second gun orgy in the Wachowski Brothers' trilogy, *Enter The Matrix* is a multi-fusional game that draws influences from hardware-shifting heavyweights.

Based on an original script by the Wachowski Brothers, the events depicted in the game run parallel with those in the film. Playing as either Niobhe or Ghost, gamers will experience genre cross-overs as they unravel the mysteries of The Matrix. There'll be fighting and shooting, naturally, but also driving and hacking, all played out in an *MGS*-style third-person perspective.

And then there's the 'bullet time' effect. Despite having been cheapened due to excessive use in a crop of existing games, when used in its original context, the cherry is dropped into this enthralling gameplay cocktail. This is going to be absolutely massive.

GHOST BUSTER: Slowing down time and cracking skulls is the aim of the game.

"THE EVENTS DEPICTED IN THE GAME RUN PARALLEL WITH THE FILM"

PSM2 ANTICIPATION

GHOST IN THE SHELL: Explore new worlds within the familiar Matrix universe...

"WE'LL HAVE TO WAIT UNTIL EARLY IN THE NEW YEAR TO SEE WHETHER LARA EFFORTLESSLY MAKES THE LEAP"

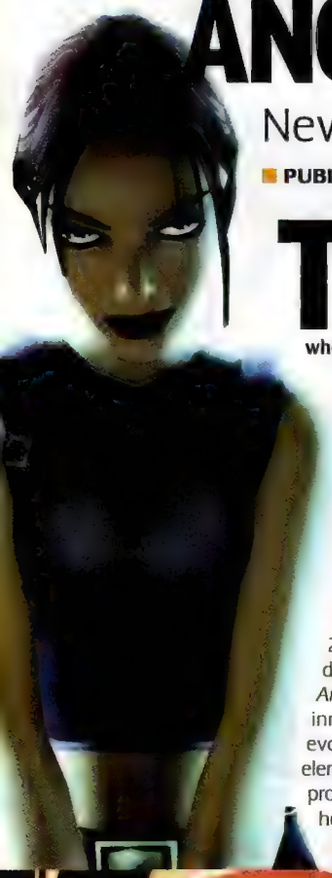
CROFT V
IN BATTLE OF THE

It's hat versus baps in the

TOMB RAIDER: ANGEL OF DARKNESS

New Lara, new attitude – same old story?

■ **PUBLISHER:** Eidos ■ **DEVELOPER:** Core Design ■ **ETA:** February (maybe...)



The *Tomb Raider* series is taken to a whole new level for its PS2 rebirth – at least that's what the developers would have us believe – but we'll have to wait until early in the new year to see whether Lara makes the leap.

The Angel of Darkness sees Lara on the run after being accused of murdering Von Croy and becoming embroiled in a bitter conflict with an evil Alchemist. This sinister being is on the hunt for five Obscura Paintings needed to unleash evil into the world and it's up to Croft to thwart his plans.

The case for: She's shifted more than 28 million games and she's recognised by 95% of males between the ages of 12 and 25 – you don't seriously expect Core to ditch such a winning formula, do you? *The Angel of Darkness* boasts some steady innovations: there's a new character evolution system, more advanced stealth elements and new moves to expand her prowess in combat and help her negotiate terrain.

HIDE AND SNEAK: The stealthy elements touched upon in Lara's last PSone outing have been bolstered to Snake-like levels.

The new Croft now consists of over 5000 polygons and she's much more intricately animated than before. There's a new character called Kurtis Trent to play as and, finally, Lara extends her two-word vocabulary to interact with other characters. For fans of the series and those just out for a bloody good jaunt, this is going to be mind-blowing, right?

The case against: Like Oasis, Popstars and Les Dennis, it's fashionable to take a pop at Lara Croft. Her first PS2 game has slipped and more exciting games have emerged and stolen her thunder. When Lara went all mainstream, she was sucked into the global world of the celebrity and, such is our wont, we love to build up our celebrities... and then savagely tear them to shreds. This is going to be a bastard hybrid of other games, set against a familiar backdrop with a very rushed and unfinished feel about it. You know it!

PSM2 ANTICIPATION ★★★★

RUN LARA, RUN: Lara's latest has been delayed, but we're promised her best adventure yet – our breath is baited...

CARRYING THE CAN: Bonus items and abilities are awarded to players willing to tackle the levels in more taxing ways.

TRENT RAZOR: A new playable character, Kurtis Trent, will be introduced in *Tomb Raider: TAOD* and may even get his own spin-off games in the future...

TOMB RAIDER: THE ANGEL OF DARKNESS

They say: "We want to ensure that *Tomb Raider: The Angel of Darkness* is the best game in the series and it'll certainly be worth the wait."
Adrian Smith, Core Design

You say: "If any game needs more development time it's *Tomb Raider*. Each and every one of them have sucked ass post-first game. Plus the screenshots were a little crappy last time I saw them."
TechnicolorPenguin, posted on www.gamefaqs.com

Desirability: You know when you see lions in those enclosures at the zoo, surrounded by bored lionesses, and the head of the pride is just lying there on a little grassy mound, showing no desire to eat, maul visitors or, worse, get fruity with any of his double mistresses? That's kind of our attitude with this game at the moment. We feel like we've 'had' it so many times before that it just isn't getting us excited like it used to. Sentiment which is clearly backed up by many at the PlayStation Experience where a clumsy, early version of the game was there for all to see, but played by very few.

The prospects: The game should be great, by all (admittedly biased) accounts, but it could equally get panned by the critics. Whatever, it'll still sell millions, you *know* it will. But almost as soon as it hits the shelves, the developer might start waxing lyrical about all the features that it, "just didn't have time to include in this game," and how the next one is going to be miles better ("It's due out next Christmas, don't ya know...") The hysteria might sink like The Cheeky Girls' career and the company executives that roasted us over the coals at the time for having the nerve to be honest will laugh and joke about 'how we were right all along'. Probably. But ultimately, we have faith. Bucketloads of faith. This could be *Tomb Raider* to the power of ten. Hell, we just need to see the full game in action to make up our minds...

Bottom line: Ms Croft, we've had a [illegible] Lara laffs together over the years, but now please [illegible] and ensure the joke isn't on you...

S JONES GRAVE ROBBERS

ultimate action face-off...

2003 preview

"TAKE ANY TOMB RAIDER GAME AND IMAGINE INDY HEINOUSLY OVER-ACTING HIS WAY THROUGH THE LEVELS"

INDIANA JONES AND THE EMPEROR'S TOMB

They say: "Indiana Jones is back in a bold, new way that players have never seen him."
Tom Byron, LucasArts

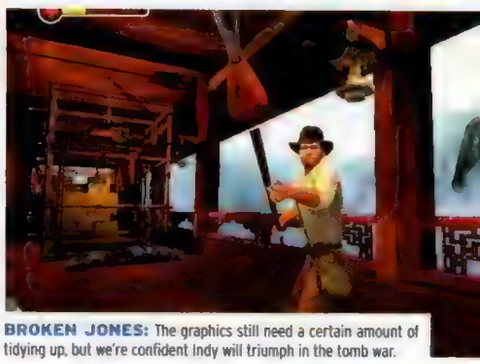
You say: "*The Emperor's Tomb* will be a bit better than *...and the Infernal Machine*. I want to have more puzzles and adventure. The first screenshots looked wonderful and, with the right music, it can't fail."
Peter99, posted on www.pankotpalace.indianajones.de/

Desirability: Coming from the same team that brought us *Buffy the Vampire Slayer* on Xbox, we're guessing that both games won't be poles apart. But with *Buffy*'s inventive fighting engine already fine-tuned and raring to be plonked into an Indy-shaped shell, that frees up the development team to work meticulously on crafting the intricately-detailed levels and push the exploration boundaries a lot further than we have come to expect. Come on – it's Indy, for gawd's sake!

The prospects: Although the whole 'head-to-head with Lara' thing obviously wasn't planned on Activision's part, the problems that have dogged the new *Tomb Raider* game will obviously give all involved in this project confidence that Indy could actually put one over on gaming's favourite daughter. However, LucasArts' last *Indiana Jones* game (*...and the Infernal Machine*) on the Nintendo 64 plainly wasn't very good, and the fact that many younger gamers may not be familiar with Indy's escapades may count against it.

Bottom line: Lara Croft, prepare to meet Kali... in hell!

SHIRTY HARRY: When high kicks and harsh language fail, you can always whip out your pistol and issue some rough justice.

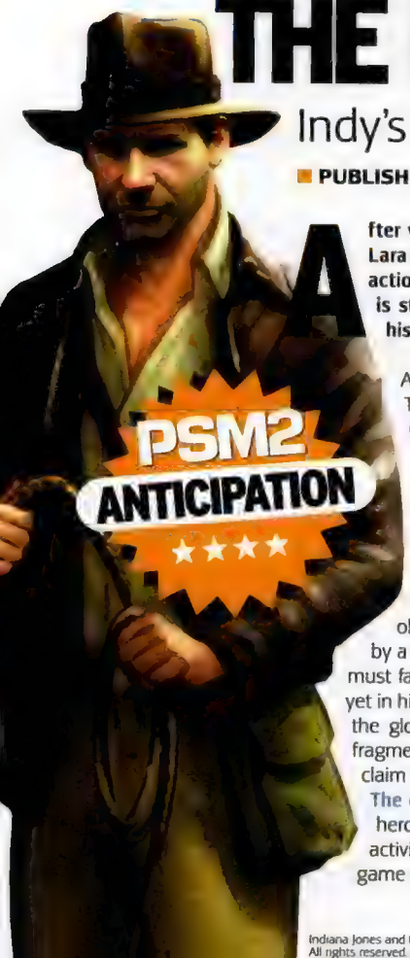


BROKEN JONES: The graphics still need a certain amount of tidying up, but we're confident Indy will triumph in the tomb war.

INDIANA JONES AND THE EMPORER'S TOMB

Indy's back and ready to whip up a storm.

■ **PUBLISHER:** Activision ■ **DEVELOPER:** LucasArts/The Collective ■ **ETA:** February



After years of keeping up with the Jones' Lara Croft has crafted herself into a fine action hero, but now the original raider is staking a claim for what's rightfully his – the virginal tombs of the PS2.

Set in 1935, an underground Asian Society called the Black Dragon Triad has formed an alliance with a German mercenary called Albrecht Von Beck and together they're on the hunt for the Heart of the Dragon – a black pearl that gives the holder the power to mould minds. Hidden for more than 2000 years in a crypt, the race is on between Dr Henry Jones Jr and the alliance to obtain this brain-bending jewel. Aided by a new femme fatale – Mei Ying – Indy must face some of his toughest challenges yet in his quest, which will involve traversing the globe in search of three Dragon Seal fragments needed to enter the tomb and claim the prize.

The case for: Everyone's favourite action hero makes up for his lack of console activity with a whip-cracking epic of a game set a year before Raiders.

The biggest draw of his PS debut is the 'brawling combat' which sees our intrepid hero cracking skulls with his bullwhip, and also using shovels, chairs and table legs. Then there's the freedom to freestyle your unarmed attacks by incorporating cliff-top throws into the mix. There's also some awe-inspiring set-pieces, involving rickshaw chases and gondola fights in the South China Sea, blended seamlessly into his exploration duties. Then, of course, there's the music...

MADAM WHIPLASH: Combat isn't restricted to mere martial arts - you can also use nearby chairs, tables and, of course, your whip.

"THERE'S ONLY SO MUCH MATERIAL TO REGURGITATE FROM JONES' UNIVERSE"

The case against: The whole thing whiffs of familiarity. Whereas Ford has spent the last ten years getting older and more grizzled, the videogame terrain has been left baron for a younger, fresher, nimbler starlet to explore. Take any *Tomb Raider* game and imagine Indy heinously over-acting his way through the levels. What's he going to do in his own game? Climb? Fight? Swing on ropes? Solve the odd puzzle? You get what we're saying? There's only so much material to regurgitate from Jones' universe and it's all been done, done and done some more.

EERIE INDIANA: Mixing fact with fantasy, Jones will encounter all kinds of supernatural forces on his quest for the Dragon Seals...

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PlayStation.2

THE PASSION PLACE THE ELATION PLACE THE POWER PLACE THE THIRD PLACE

"EYETOY TECHNOLOGY WILL PROJECT YOU - YES YOU - ON TO THE SCREEN TO PARTICIPATE IN THE ACTION"

If you thought the concept of talking to games is weird (see *SOCOM* on page 24) then physically 'performing' for them is going to freak you out big time. Such is the premise with Sony's new EyeToy technology which, via a specially-designed webcam plugged into the USB port of your PS2, will project you – yes YOU – on to the screen to actively participate in the action that unfolds around you in realtime.

Devised by Dr Richard Marks at the research and development facilities at Sony's American HQ, EyeToy technology places the user on to the screen and then tracks their hand and body movements to allow them to interact with 3D graphics laid on top of the live video feed. Coining an entirely new genre, which we'll tentatively call the flail-em-up, Sony has so far demo'ed three games which utilise the technology (see 'Move It!'), although the depth of these titles currently extends no further than waving your arms around as if targeted by a plague of angry wasps. However, according to Ron Festejo of Sony Europe, "EyeToy will revolutionise the way we play games. People enjoy moving in front of a camera and love to see themselves on television. Unlike with traditional games, this is also fun for the people watching." We certainly wouldn't argue with that, although much of that 'fun' will no doubt be derived from poking fun at the hapless player as they desperately try to look cool while swatting micro ninjas like some kind of baffled-looking Godzilla.

"THE POTENTIAL TO CREATE A DIY DEBBIE DOES DALLAS WILL NO DOUBT SPARK INTEREST"

Sony is hoping to release the technology in an as-yet-to-be-priced bundle pack featuring the EyeToy camera and a disc containing 20 mini games next Spring. Although initially sceptical, we are certainly intrigued by the new possibilities that actually appearing in the games yourself will throw up in the future – especially when applied to the more immersive realms of the RPG.

Until then, though, the software is fairly basic stuff, perhaps indicating that the product will be aimed mainly at kids and confused grandparents. But, once the youngsters are tucked safely into bed for the night, the potential to create a DIY Debbie Does Dallas will no doubt spark mainstream interest. But that's an entirely different story.

EYETOY

PSM2 ANTICIPATION ★★★

Big Brother is watching you...

■ **PUBLISHER:** SCEE ■ **DEVELOPER:** SCEA ■ **ETA:** April

JOHN SPHERIC: Most of the current software is basic, but we're sure this interactive genre will flourish in the future.

MOVE IT!

We examine three of the EyeToy games set to feature on the 20-strong compilation disc...

KUNG FOO

Wax on, wax off...

With all the menace of Sporty Spice, the idea is to throw a succession of punches and kicks in order to thwart a relentless parade of on-screen ninjas. The basic idea is reminiscent of the old *Kung Fu Master* coin-op, although you now run the risk of punting ornamental vases into orbit and knackering your cruciate ligaments. Twang!

DANCEFLOOR

Strike a pose...

Like the Bemani rhythm games, the difference here is that the amusement derived from your uncomfortable jive jerking isn't reserved solely for your mates as you can actually see yourself bopping like a berk on the screen. If anything, the game will act as a learning tool as to why you never pull at nightclubs.

WISHIWASHI

You've missed a bit...

All the fun of cleaning windows without the Formby-esque voyeuristic thrill of seeing 'er indoors parading around in the buff. The first multiplayer EyeToy game, you are invited to compete against a mate to see who can polish the most panes within the allotted time. Multiple limb usage is encouraged.

DAILY SKIRMISH

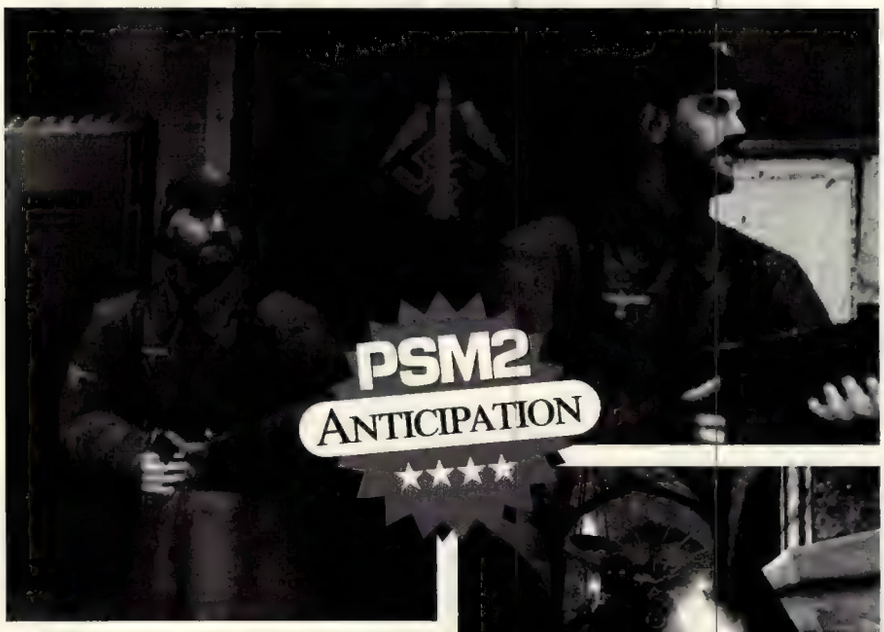
THE NEWSPAPER OF THE VIDEOGAME ARMED SERVICES

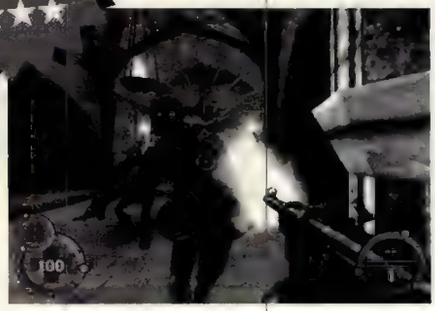
IT'S WAR!

No, really! Er, look...

IT'S OFFICIAL: 2003 will be the year of international conflict on PlayStation 2. As well as *finally* putting an end to the Nazi regime throughout the world, you'll be able to join our brave allies in Somalia, return to the sand dunes and conflicts of Iraq, attempt to tunnel your way to freedom using little more than a spoon outside Stalag Luft North POW camp, and venture deep into the jungle as a member of our very own elite SAS force. It looks like you're going to be busy. See you back in Blighty...

READY TO RETURN TO CASTLE WOLFENSTEIN?





ARE YOU? You know – ready? Believe us, you need to be. *Wolfenstein*'s due to be unleashed in the US on 26th March, and we don't think a UK launch will be far behind.

A conversion of id's high profile PC FPS, it drops you, an American soldier, in Nazi Germany and charges you with investigating the nightmarish plans of the Third Reich.

It's not the traditional wartime shoot-em-dead game you might expect. At one point you find yourself uncovering secret super-weapons, the next you find you're tracking down Nazi research into the occult and sick genetic engineering. The results of these experiments, as well as Nazi stormtroopers and zombie knights, all stand in your way.

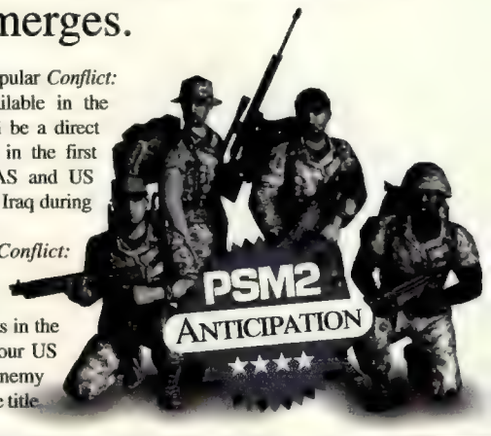
Wolfenstein was pretty well received on PC. The multiplayer game, especially, proved praise-worthy. The single-player game proved a touch bitter for some tastes though, with weak enemy AI and its blend of stealth and balls-to-the-breeze action sections proving a little unbalanced. We hope Activision decide to infuse this version with a few more of the frantic shooting levels – we've probably had enough stealth-based stuff to last us a lifetime.

CONFLICT: DESERT SABRE

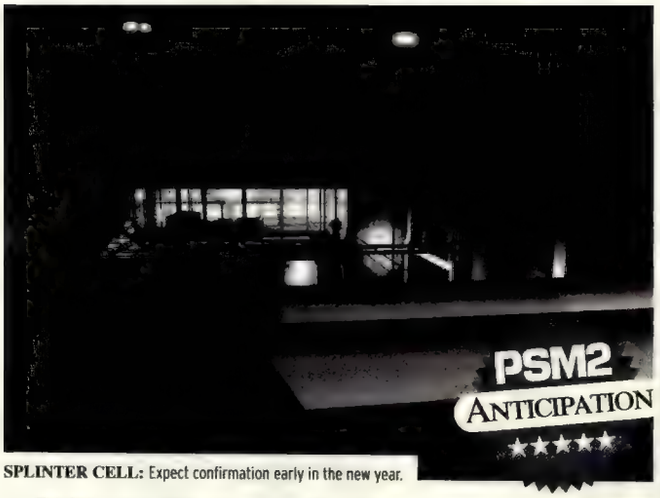
The truth emerges.

THE SEQUEL TO the popular *Conflict: Desert Storm* will be available in the Autumn. *Desert Sabre* will be a direct continuation of the events in the first game, focusing on the SAS and US Delta Force teams sent into Iraq during Desert Shield.

A third game – *Conflict: Missing Presumed Dead* – will then follow in 2004. This will be based on events in the Vietnam War, and follow four US soldiers cut off behind enemy lines during 1968. Hence the title.



"WAR'S NOT ALWAYS ABOUT STEALTH, TACTICS AND COVERT OPS BEHIND ENEMY LINES"



SPLINTER CELL: Expect confirmation early in the new year.

SPECIAL FORCES SET FOR ASSAULT

Trio of tactical combat thrillers heading to PS2.

PSM2 ANTICIPATION

TOM CLANCY'S SPLINTER CELL

by Ubi Soft

ALWAYS WITH ITS ears to the ground, the Daily Skirmish has heard strong rumours that we can expect Ubi Soft's covert-ops game to be confirmed for PS2 in January.

Splinter Cell is a third-person stealth-based operation. You've been given the freedom to do whatever it takes to protect America – and 13 weapons and gadgets to do it with.

It uses an enhanced version of the *Unreal* Engine and packs in 14 tense levels of cyber-terrorist neutralising.

TOM CLANCY'S RAINBOW SIX: RAVEN SHIELD

by Ubi Soft

SHIT, CLANCY – there's just no stopping you, it seems. *Rainbow Six, Ghost Recon, Splinter Cell*... And now Team Rainbow are back for a third mission. Well, 15 missions actually, taking in everything from the discovery of biological weapons to the neutralising of a gang planning a hit on a bank.

You can expect to be making some major tactical decisions, as it's a realistic Elite Police simulator – the development team have been trained by a Canadian hostage-rescue team and a member of LAPD Tactics. Should be good then, right, Ubi Soft?

RAVEN SHIELD: Clancy's Rainbow boys return.

TEAM SAS

by Rage

KEEPING THE BRITISH end up in the Special Forces showdown is Andy McNab. He's joining 'forces' with Liverpool's Rage software house to infiltrate PS2 next November. "I am really looking forward to working together with them on this project," commented McNab. That's the spirit!

The first game – *Team SAS* – is set in a jungle, and lets you take on heavy weapons support, jungle warfare scout, sniper or team commander and you'll be able to play the campaign in a 1- to 4-player co-op mode.

PSM2 ANTICIPATION

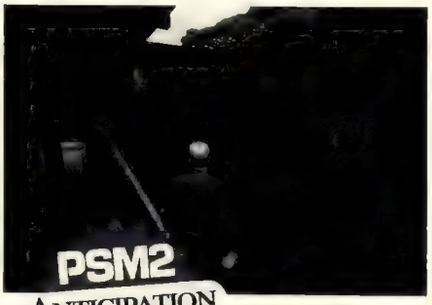
TEAM SAS: Plans being made in Liverpool.

"I'M GOING... OUT!"

Help Steve McQueen escape again... and again.

THE MOVIE The Great Escape will be 40 years old in 2003. And what better way to commemorate this than with a stealth, combat and driving-based PS2 adventure?

SCi's escape-em-up will take place in POW camps, a castle, a hospital, a chase through a moving train and an escape from a Luftwaffe airfield. The developers are attempting to emulate the pacing of the film – slow, stealthy sections contrasting with the odd heart-stopping action sequence – with the climax of the game being motorbike-based (not hard to work out what that'll be, then).



SONY START WAR TO END THEM ALL

War's not always about stealth, tactics and covert ops behind enemy lines. Sometimes it's about Earth's war with aliens causing pollutants to mutate the creatures in to 100ft giants that Want To Fight.

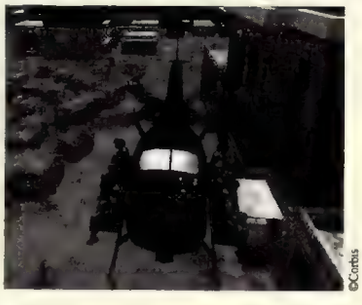
You know the drill with *War of the Monsters*. Think mutated gorillas, insects and robots scrapping among the skyscrapers. It'll be out in April. Start saving now, eh kids?

"WE DEDICATE THIS GAME TO THE MEN WHO WERE THERE"

says Lee Milligan of Novalogic.

PSM2 ANTICIPATION

YES, NOVALOGIC are planning to pay tribute to the men of Task Force Ranger – Delta Force, Rangers, Navy SEALs and the 160th SOAR – who took part in Operation Restore Hope, Somalia 1993. They're doing this by making a videogame. Set to be released *sometime* in 2003, it'll see you taking part in raids against the Somali warlords in and around Mogadishu. Bless you.



©Corbis

"AS YOU FIGHT YOU CAN EARN 'GIRLFRIENDS', TRADING THEM UP FOR A BETTER MODEL AS YOU BECOME MORE NOTORIOUS"

DEF JAM VENDETTA

There's 'Method' in this madness...

PUBLISHER: EA **DEVELOPER:** EA/Aki **ETA:** February

The wise words of Kevin Liles, the CEO of Def Jam records: "Why? Cos *Def Jam is* hip hop! Other companies just want to licence their records – we want to make games. So we got with the biggest and the best, and partnered with EA," he told us over canapés in Noo Yoik recently. "We don't want some bullshit dance game, or whatever the f*ck that shit is that she's got out." Ahem. Nicely put...

Britney certainly hasn't anything to worry about here, as *Def Jam Vendetta* is a very different pan of whelks. It's what happens when you combine *Def Jam* and its stable of world famous rap artistes, EA Sports Big and its love of outrageous videogames, and Japanese wrestling game developers Aki and their love of men cuddling angrily. *DJV* is... we'll let Josh Holmes, *Vendetta*'s lead designer explain: "This is a completely fresh marriage of hip hop meets Fight Club. It's brawling, it's wrestling, it's fighting. You

DEF BEFORE DISHONOUR: It's all about respect and keeping it real. OK, so it's really about kicking people's heads in...

PSM2 ANTICIPATION ★★★★★

"THIS IS A COMPLETELY FRESH MARRIAGE OF HIP HOP MEETS FIGHT CLUB. IT'S BRAWLING, IT'S WRESTLING, IT'S FIGHTING"

"BRITNEY HASN'T ANYTHING TO WORRY ABOUT HERE, AS DEF JAM VENDETTA IS A VERY DIFFERENT PAN OF WHELKS"

have a variety of martial arts styles with the strong grappling engine that Aki is known for, plus 45 characters including 12 Def Jam artists such as Ludacris, DMX, Method Man, Redman, Nore, Scarface and Capone."

So you took Aki's wrestling game and put *Def Jam*'s rap stars in it? "Nope. The artists have been very involved in terms of what they look like, what they say, their fighting style, their special moves. They're all gamers and they've all got a ton of input as regards how they appear," insists Josh. "These are some aggressive personalities, so when we asked them how they wanted to be carried off in the ring they've got no shortage of ideas of how to kick someone's ass." We don't doubt it for a second.

DJV plays very much like a wrestling game. Basic button hammering will dish out punches and kicks, but the action really begins when you get up close and hit ⊗ to instigate a grapple. From here the controls change and a wide variety of pins, holds and slam-dunks of your opponent's body can be triggered.

Each player has a very different fighting style. Method Man picks up and wields fighters like a sack of the proverbial. Redman, on the other hand, is more a martial artist: very quick on his feet and armed with a battery of kicks.

DEF ROW

Some games have 'players', *Def Jam Vendetta*, on the other hand, features 'playas'. If you know whatamsayin...

METHOD MAN

So called because he is the world's most 'methodical man'. Legend has it that he files his Christmas cards in date order and can't leave the house without checking all the doors and windows five times.

LUDACRIS

Christened incorrectly by a dyslexic vicar, Ludacris has had it hard on 'the streets' and these days much prefers to stay 'in the hood'. Mainly because he hates getting his hair wet.

DMX

Derek Michael Xenon was born into poverty in downtown Detroit. Sent out to rap up chimneys as a child, the soot had adverse affects on his young tonsils, leading to his gruff rhyming style.

PUMP UP THE SLAM: Some characters have karate-style moves, others dig the wrestling vibe.

FLYING PAN: While much of the game is founded in truth, some moves are just plain stoopid.

RHYTHM METHOD: Method Man dishes out a pounding via a *WWE*-inspired move set.

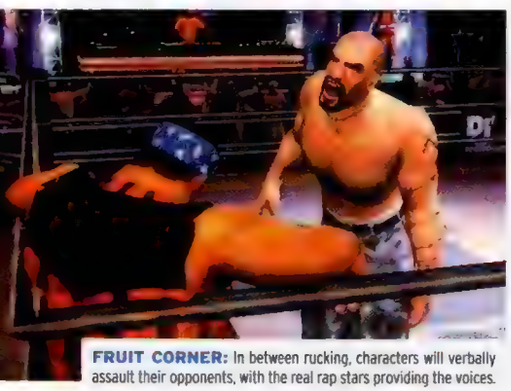
HOPS AND ROBBERS: Fights are often mismatches of speed versus strength.

"THE ARTISTS HAVE BEEN VERY INVOLVED – THEY'VE GOT NO SHORTAGE OF IDEAS OF HOW TO KICK SOMEONE'S ASS"

But it's not all pointless fighting and talking over drums. The story mode's plays a really big part, with a plot that blends cinematics, real-time sequences, a variety of match types and a gaggle of twists and turns.

In the story you pick up to four different characters and enter a world of illegal underground fight clubs. The Def Jam artists appear in the game as bosses as you fight your way through the circuit gaining respect, power and club boss D-Mob's attention. As you fight you earn 'girlfriends', trading them up for a better model (literally) as you become more notorious. The major prize in the game is regaining the affections of Angel, your ex-girlfriend, played by Christina Millian, who begins the game shacked up in the arms of the D-Mob.

So with action to rival a *WWE* wrestler (plus *Tekken*), a host of rap names and a script straight out of a daytime soap, *DJV* is shaping up to be the beat-em-up with everything.



FRUIT CORNER: In between rucking, characters will verbally assault their opponents, with the real rap stars providing the voices.

NORE

Not pronounced 'Gnaw' but 'Norry', an abbreviation of Manuel Noriega. This former Panamanian leader hit the big time after someone accidentally played one of his speeches over a hip hop backing track.

REDMAN

Redman is so called thanks to his love of the colour – yes – red. So much so that when his PA packed blue underpants by mistake, Mr Man did an entire East Asian tour in a single pair of red M&S jockeys.

SCARFACE

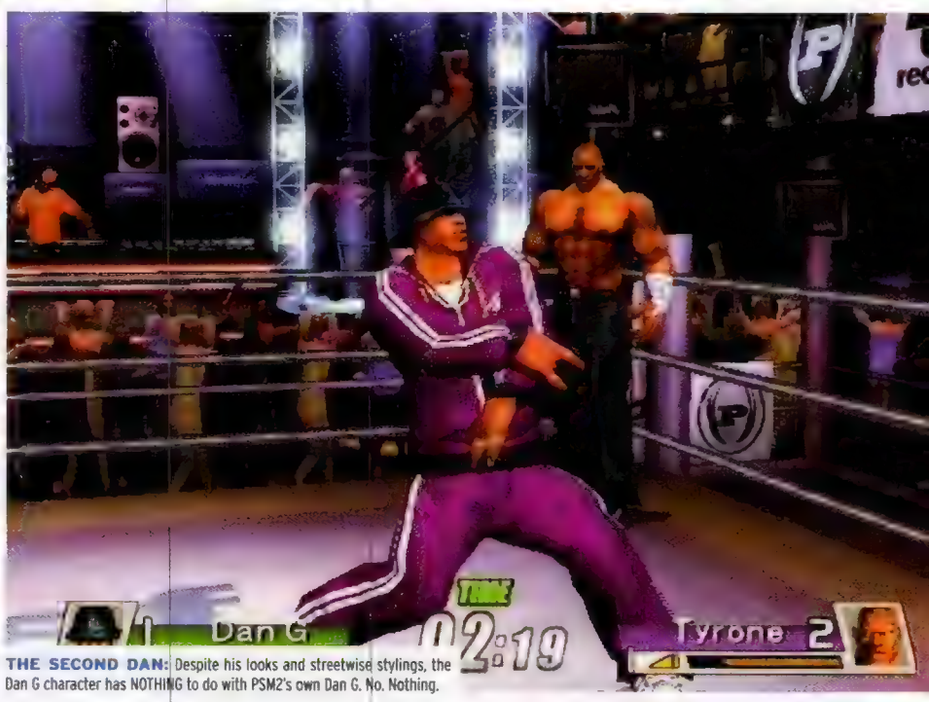
Young Scarface earned his curious moniker after penning a birthday 'Thank You' letter to his criminally short-sighted Grandmother. "Thanks for the SCARF, Gran. It's ACE". The rest is history.

CAPONE

After growing up in Sicily, the boy Capone discovered that he was not the son of grizzled peasants but had been fathered by the notoriously randy Run DMC who had stopped off for an olive while on tour.

CARRY GRANT: The 'grapple' move allows you to take hold of your opponent. Once you've grabbed them, anything can happen.

RING CROSBY: In classic wrestling game tradition, it's possible to fight outside the traditional confines.



THE SECOND DAN: Despite his looks and streetwise stylings, the Dan G character has NOTHING to do with PSM2's own Dan G. No. Nothing.

Dear Santa

thankyou very much for my playstation 2. But all my friends still kick my arse at tekken, what i'd really like now is

EXTRA THUMBS.

love darren

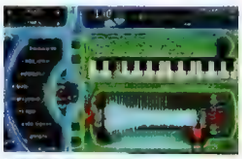
aged 26

Mr. Winning with extra thumbs

BETTER THAN EXTRA THUMBS!

IMPROVE YOUR GAMING WITH OFFICIAL PLAYSTATION 2 MAGAZINE

6 PLAYABLE DEMOS. OUT 27TH DECEMBER.



MUSIC 3
Tune creation 'utility', now powered by Timo Maas and Paul Oakenfold.

FUTURAMA
Third-person shooter due in June. Writers from the show are involved.

TRUE CRIME
A Hong-Kong action flick inspired mission-based driving game. Bosh!

TENCHU 3
Like a steaming lamb, this stealth ninja update arrives in the Spring.

CLUB FOOTBALL
Codemasters licence 15 top teams and release 15 games simultaneously...

ALTER ECHO
September(ish) sees the release of this hero-morphing combat romp.

MACE GRIFFIN
A futuristic FPS bounty hunter-em-up with religious and political 'intrigue'.

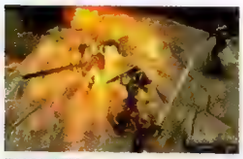
DR MUTO
Mad scientist morphs into mutant creatures! It happens on 7th March...

WWE CRUSH HOUR
Jesus. Car combat with wrestlers. It'll probably be here in March. Can't wait.

ROLLING
More piping-hot Aggressive Inline skate action 'rolling' up in the Spring.

RTX RED ROCK
From LucasArts. Set in the future. It is not – *not* – a Star Wars game. Geddit?

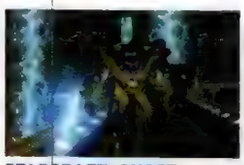
RICHARD BURNS RALLY
The 2001 World Champion teams up with SCi to take on *Colin McRae*...



ENCLAVE
An RPG-shooting-adventure thing which should have been out in 2002.

CONTRA
Probably out in January – we gave the US version 73% last issue.

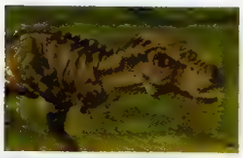
EVIL DEAD
AKA '*A Fistful of Broomstick*', this mixes camp horror with camp death.



STARCRAFT: GHOST
If tactical action turns you on, this'll be right up your alley. Or something.

LAMBORGHINI
We predict Rage's new racer will feature online capabilities. Oh yes.

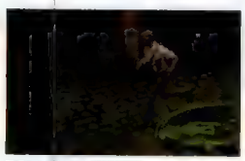
TAK & THE POWER OF JUJU
A 3D action adventure. Tak becomes the 'unlikely' juju magic-wielding hero.



OPERATION GENESIS
Jurassic Park-themed 'theme park' (see?) sim due out on 28th March.

RAYMAN 3
Hoodlum Havoc, as we love to call it, is coming in March. But it's hard to care...

DREDD VS DEATH
You ARE the law in Rebellion's warmly-anticipated first-person shooter.



BROKEN SWORD
The new story – *The Sleeping Dragon* – is 11 months away. But hey, *it'll be 3D*...

GLADIUS
A story-based fighting game with, we're told, around 36 hours of play...

PRO WAKEBOARDER
A new game in Activision's 02 series, this time starring Shaun Murray...

50 BRAND NEW GAMES

If it's not here, it's not worth knowing about...

A SOUND OF THUNDER
Go dinosaur hunting through history with a time-freezing gun. Unique.

MALICE
The iffy-looking girl-with-hammer game's been delayed until 21st March.

WC SNOOKER 2003
WC stands for '*World Championship*' – but we didn't have enough room...

BATMAN DARK TOMORROW
This is based on the original DC comic. Not the animated series. Happy? But...

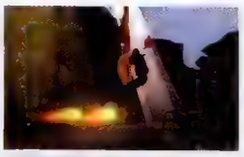
BATMAN 2
... *this* one *is* based on the cartoon. It's the follow-up to *Batman Vengeance*.

INDY RACING LEAGUE
Our insiders at Codemasters tell us this is looking stunning. We trust them.

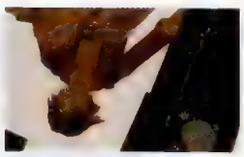
RYGAR
Loincloths and spiked shields clash in Tecmo's OK-ish 3D butcher-em-up.

THE LOST
This survival-horror should have been out in November. So where is it?

APE ESCAPE 2
We reviewed Sony's chimp-catching 'sim' in issue 30. It got a solid 80%.



TREASURE PLANET
A game based on a Disney film that ain't half bad. In fact, it's 75% good.



SOS: THE FINAL ESCAPE
An earthquake avoidance action-adventure platformer. Out in February.

DARK ANGEL
Based on a James Cameron TV series about a genetically-altered soldier girl.

FALCONE
Ambitious Brit-developed sci-fi FPS and space combat rolled into one.

INQUISITION
A – guess what – *third-person action-adventure* set in medieval Paris.

AERO ELITE COMBAT ACADEMY
Developed by Sega's AM2 R&D team, this is a PS2 exclusive due March-ish.

KING OF ROUTE 66
Another Sega PS2 exclusive, this time involving trucks. We're mildly excited.

ATV: QUAD POWER RACING 2
Not to be confused with *ATV: Off Road Fury 2* from Sony, if you'd be so kind.

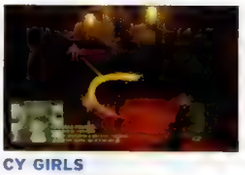
JACKED
3DO's *Road Rash*-ey motocross game bullies its way on to PS2 this Summer.

GUILTY GEAR X 2
Joel loved the first game. He likes hitting people *and* having a laugh.

RED DEAD REVOLVER
Cowboys and Capcom, together at last. And not a zombie in sight.

STARSKY AND HUTCH
Perp-busting from the same people who brought you *Big Mutha Truckers*.

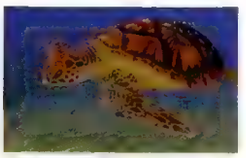
FOUR HORSEMEN...
... *of the Apocalypse*. We're promised 'incredible' gore and 'incredible' death.



CY GIRLS
Konami's saucy crime-fighting game based on a Japanese toy series.

CHARIOTS: THE FIRST OLYMPICS
Yes! Yes! YES! *Another* chariot racing game's coming your way! Excited now?

GIO GIO'S BIZARRE ADVENTURE
Freakish comic book beat-em-up that *probably* won't see the light of day...



EVERBLUE 2
We suspect the sequel to Capcom's cack diving game might be cack, too.

Based on a Belgian comic? Nerk!

Stealth-action!

PSM2 ACTION SERIES™

13

Cel-shaded graphics!

All-new first-person shooter!

PUBLISHER: Ubi Soft **DEVELOPER:** Ubi Soft **ETA:** September

Washed up on a beach suffering from amnesia, you have no idea who... ... or what... ... or where you are.

Budda-budda-budda!! Tons of guns! Beretta, M16, AK47, Shotgun, more... Bam! Duf! Ptyoooh!

The only clue to your history is the number 13 tattooed on your collar bone.

Bosh! Comic-style shooter with mature edge!

Your sixth sense acts like a radar!

Be prepared for flashback sequences - it's the only way to learn who you are...

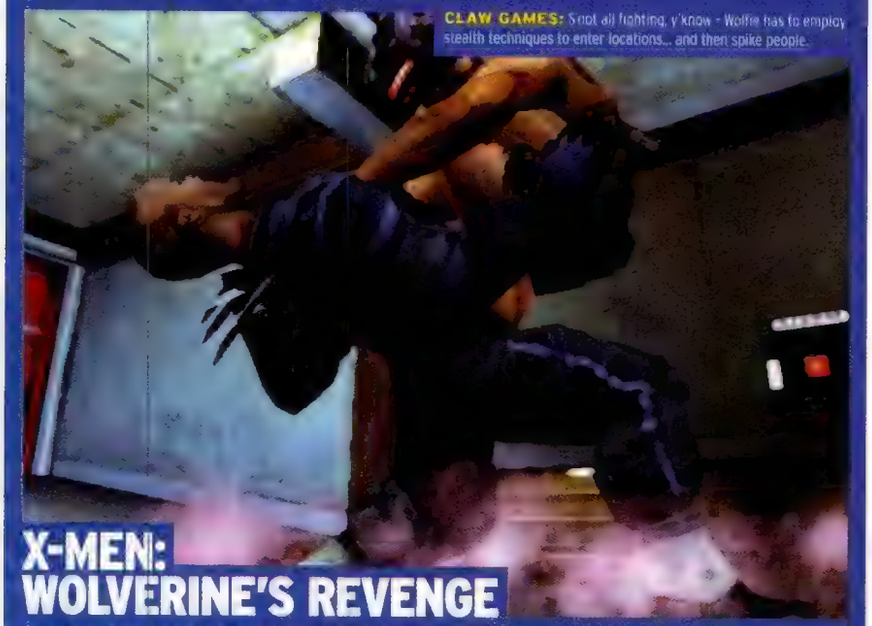
Uses *Unreal 2* technology!

Aaaaarghhh!! Blood curdling screams appear as words...
News just in from publishers Ubi Soft: "The release of 13 is postponed until the third quarter of 2003." Love, Ubi Soft x
Watch the comedy blood flow!
We predict it'll arrive in September.
Pick up objects - use them to fight with!
Ssssshhh! Some levels involve stealth. So go for a harpoon or a crossbow!
Nooo
Take enemies hostage and use them as human shields.
Finally - be prepared for 13 to gain online gaming features. Why? Because the delay until next Autumn speaks volumes...
The End

"VOICES PROVIDED BY PATRICK STEWART AND – TARAN-TA-RAAAAAAA – MARK HAMILL"

BLOODY MARVELLOUS!

Top US comic book action coming your way in the next 12 months...



CLAW GAMES: Snot all fighting, y'know - Wolfie has to employ stealth techniques to enter locations... and then spike people.

X-MEN: WOLVERINE'S REVENGE

Your chance to 'be' Wolverine (again), as you return to the secret facility in the Canadian wilderness which turned you into a killing machine. There's a viral time bomb in your system, due to detonate in 48 hours, and you need to find the antidote. With voices provided by Patrick Stewart and – taran-ta-raaaaaaa – Mark Hamill, and the familiar faces of Juggernaut, Magneto, Sabertooth and Beast gurning at you from the screen, this should 'rock our freakin' world' no doubt. Expect it in the Spring...

"THERE'S A VIRAL TIME BOMB IN YOUR SYSTEM, DUE TO DETONATE IN 48 HOURS, AND YOU NEED TO FIND THE ANTIDOTE"

HEROES

THQ – *WWE Smackdown!*, *Red Faction* – have probably the biggest comic-based deal, snagging the worldwide rights to produce games based on some of Marvel Enterprises' biggest names. This includes Captain America, The Punisher and Nick Fury – and the deal extends to 2007.

The first game produced by the dynamic duo is *The Punisher*, which is scheduled to arrive (in the US, at least) by Christmas 2003. Expect ceaseless vigilante retribution, cascading shell cases and raw death. And several angst-ridden cutscenes. We'll put money on it.

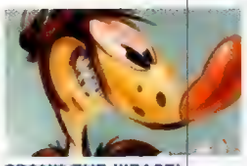
In an attempt to take over the world in 2003, THQ are also lining up a game based on the upcoming Daredevil movie, in which you take on Kingpin, ruler of the East Coast Underworld, with your superhuman acrobatic skills, superhuman hearing, superhuman smell, superhuman touch and... baton. They're also getting involved with Marvel's The Call, producing a game based on the tales of the real-life heroes of New York's emergency services.

THE HULK

Ang Lee's big-screen tale of romance, tragedy and a courgette-green wall of muscle is due to hit the US cinemas in June, and Vivendi Universal – *The Thing*, *Half-Life* – have got the grrrrrights to the game. The film is reportedly sticking close to the 'subversive spirit' of Stan Lee's original character, so the game should reflect this. It'll be an action adventure (you know, that increasingly rare genre...) and it should be out in time for the film.

DIE HARD: VENDETTA
You wait – *you just wait.* Before the year's out, John McClane'll hit PS2...

CLOCK TOWER 3
More third-person action-horror from the guys at Capcom. Nice ghost.



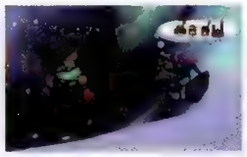
CRANK THE WEASEL
Fight, thieve and deceive your way to weasel heaven. A videogame nasty.

GHOSTMASTER
A resource management title where you use spooks to scare humans.

BATTLE BOTS
THQ? Ready! PS2? Ready! Game? Not quite ready! But it will be in January...

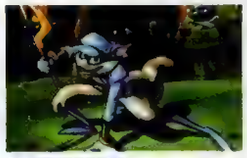
MERCEDES-BENZ WR
A *World Racing* game featuring a 'revolutionary' 3D engine, we're told.

MONSTER JAM
The tagline *Maximum Destruction* still isn't enough to get our pulses racing...



PILLAGE
'Turn-based action-strategy' from the British team behind *Aqua Aqua.*

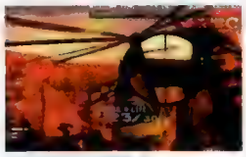
SHINING LORE
A networked RPG that *might* happen *if* Sony sort out the online PS2 scene.



SLY RACCOON
You'll find the review of Sony's lush cel-shaded platformer on pg68.

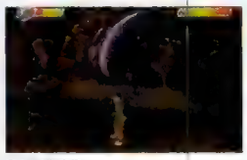
EVOLUTION SNOWBOARDING
Konami's *Evolution* sports range is going strong. This'll be out in March.

EVOLUTION SKATEBOARDING
Features a 'Skate Boss' mode where you take on stuff like a giant spider.



SILENT SCOPE 3
Postponed until January, you'll find our accurate review on pg81...

SPACE CHANNEL 5 V2
Fresh rumours say this'll never arrive over here but, you never know...



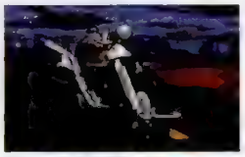
GALIDOR
Based on a Fox Kids TV show. Defeat 'enemies' and 'bosses' to, y'know, win.

URBAN FREESTYLE
Street football with themed teams (skaters, hip hop – see?). Different.

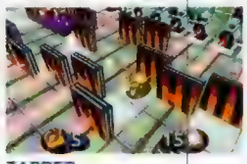
PAC-MAN WORLD 2
The blob's coming some time between January and March. Q1 2003, you see?

PRO BEACH SOCCER
Wanadoo's 'alternative' football sim arrives on 3rd March. That's sandy, eh?

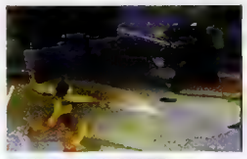
CUBIX SHOWDOWN
A robot battler, from the mighty 3DO, based on the TV series, or something.



FULL THROTTLE 2
The release date of LucasArts' hotly anticipated adventure is still TBC.



ZAPPER
Frogger-style 'antics' featuring a cricket. It won't change your world...



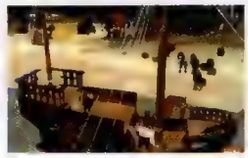
CROUCHING TIGER...
... and, sorry – just checking... yes, *Hidden Dragon.* Not looking too hot.

CURSE: THE EYE OF ISIS
Victorian England-meets-Ancient Egypt action adventure. Delayed a bit.

STREET RACING SYNDICATE
Underground street racing, if you know what we mean. Out in the Summer.

FANCY ANOTHER 50?

No doubt about it, 2003's going to be rammed...



VOODOO ISLANDS
More sea 'n' land-based pirate action. Ha-haar. Ha-ha-haaaaar. Oh... *forget it.*

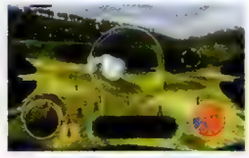
DAKAR 2
More Sahara-based car, truck 'n' bike racing. It all gets dusty in February.

SWORD OF THE SAMURAI
More warrior-ing from 31st January, courtesy of the *Bushido Blade* boys.

ROBOTECH: BATTLECRY
An 69%-scoring arcade robot shooter. Available on Valentine's Day. Lovely.

DRAGON'S LAIR 3D
THQ have the UK rights to publish this. You watch 'em do it in April...

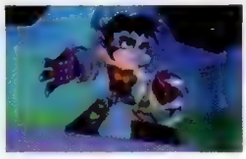
SH2: DIRECTOR'S CUT
A 're-imagining' of the, er, Xbox version, available in March.



BATTLE ENGINE AQUILA
Not bad at all, this. See it compared to the update of *Defender* on pg75.

THE SIMS
Available from 24th January – but our review's available now, on pg72...

BLOOD RAYNE
Achtung! Vampire vixen takes on the might of the Nazi army in March.

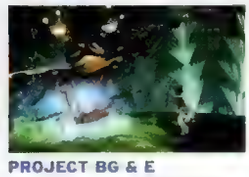


VEXX
Due in February, Acclaim's 'bad boy' platformer is improving, we're told...

SHINOBI
We rate Sony's UK spring release with an import review on pg92 this issue.

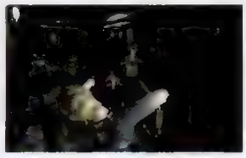
FREEDOM...
... *The Battle for Liberty Island.* Fight the Soviet Army in a future New York.

GOOD COP BAD COP
From the developers of the *Broken Sword* series. Expect it in the Autumn.



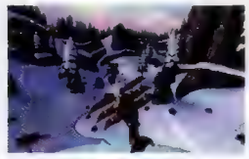
PROJECT BG & E
A new action adventure from the French home of *Rayman.* Oh oui...

BALLISTIC: ECKS VS SEVER
This film licence looked RUBBISH when we saw it in May. Don't start saving.

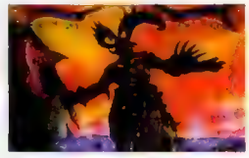


RESI EVIL: GUN SURVIVOR 4
Capcom take another stab at their unremarkable *Gun Survivor* series.

GALERIANS: ASH
Sammy Europe's sci-fi horror will be in the shops in March. So they say...



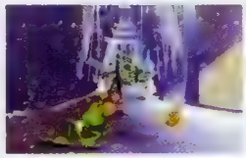
FREAKY FLYERS
'Aerial cart-racing' from Midway. We're confident it'll feature 'zany' pilots.



WRATH
Action-strategy thing from the bods bringing Indiana Jones to PS2.

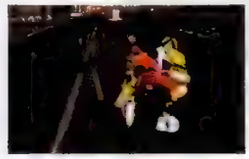
FIRE WARRIOR
THQ's FPS based on the Warhammer 40,000 series will hit in the Summer...

NIGHTMARE CREATURES 3
Explore Prague as a shape-shifting girl in this gothic-horror-carve-em-up.



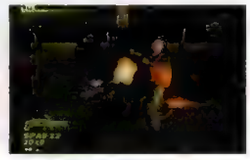
FROGGER CLASSIC
We fully expect this to 'bypass' review and hit the shelves on 28th February.

THIS IS FOOTBALL 2004
Work has already begun at Sony's London HQ on their season update...



SPEED KINGS
From what we've seen, this bike racer shifts as fast as *Burnout 2.*

WHIRL TOUR
Rescue a rock band via a rocket-powered scooter. Really. Out in Feb.



DEAD TO RIGHTS
A UK release of this action-cop title's still TBC – we predict Sony'll pick it up.

"WE STARTED ON ELVIS-PERMED NUNCHAKU-MAN MAXI, THEN SWIFTLY MOVED ON TO POPULAR FAVOURITE RAPHAEL"

HONG GOOD FRIDAY: The bloke on the left's a student from Hwang's school.

SOUL CALIBUR 2

Great to see games of this, um, 'calibur' appearing on PS2...

PUBLISHER: EA (TBC) **DEVELOPER:** Namco **ETA:** TBC

Childish glee, a slight throbbing headache, much lighter pockets and a humiliating kicking. That, in approximate order, is what PSM2 got out of a recent visit to Japan, where the schoolchildren seem to spend more time honing their Guard Impact combinations than actually at, y'know, school. It's also where we got a couple of thousand Yen's-worth of fun out of *Soul Calibur 2*, Namco's heavily-anticipated slash-em-up sequel.

There are four new characters, although Hong and Cassandra are practically clones of swashbucklers Hwang and Sophitia. New, style-wise, are French duellist Raphael and Talim the, um, Wind Priestess. Even in the arcade there are Time Attack, Survival, Conquest and Training modes – the last one being a fairly limited way of getting to grips with new characters and controls.

Changes to the scrapping include a simplified Guard Impact system and a multilevel Soul Charge, along with the inclusion of walls. These, admittedly, aren't as combo-heavy as *Tekkens*, but they're far more useful for positional fighting – it's still possible to lose by Ring Out, so learning the wall rebound tech move's a necessity here. We started on Elvis-permed nunchaku-man Maxi, then swiftly moved on to popular favourite Raphael, who's a bit like a more sneersome Errol Flynn. And yes, it's just as great as you might remember from the DC version, only with pin-sharp, almost glowing graphics – we'll be astonished if they're as crisp on PS2.

Oh, and if you're ever in Tokyo, make sure you get a go on *Mitsurugi*, the peripheral-heavy slicefest based on *Calibur's* beardy samurai. Brandishing a sword-hilt at polygonal ninjas has never been so much fun.

HUG OF WAR...

Groo! Eh? Gnarrr! Hmm. Hwurgh? No? Ahem. Wrestling! The greatest of all sporting disciplines. Two men, naked as God intended – or perhaps wearing some sort of leotard, or... anyway. Anyway! Two men, locked in combat, wearing leather trousers and... sorry, lost our train of thought. But if you like wrestling, here's what 2003 has in store.

PRIDE

This is 'proper' wrestling, with 'proper' fighters like Kazushi Sakuraba from the Japanese tournament. Dan G saw it – hear his excitable squealings next issue.

LEGENDS OF WRESTLING 2

The Rock? T'choh. You want Shirley Crabtree, Kendo 'He's got the salt!' Nagasaki and Giant Haystacks. Acclaim's retro slapfest's been updated with cage matches – full verdict next ish.

BACKYARD WRESTLING

Wrestling Jackass style, with American teens piledriving each other on to flaming tables. Eidos have teamed up with the official federation, and we'd imagine Slipknot or someone are doing the soundtrack.

CELEBRITY DEATHMATCH

It's wrestling – only with clay B-listers dismembering each other in stop-motion. Featuring Mr T, Tommy Lee, and some other people that rhyme with 'ee.'

KNIFE TO SEE YOU: Taki the ninja-lady's back, with a few more acrobatic techniques.

LADY'S KNIGHT: That - yes, down there - is Sophitia's little sister Cassandra. Feisty.

CRAZY MAXI: The bequiffed nunchaku-twirler's still trying to kill Astaroth - revived after the game's last instalment.

FRENCH WARFARE: Raphael's a cocky type, and the most popular of the new characters...

DO THE COLLAPSE: And Talim wields a pair of sharp-looking tonfa things. Ooshka!

"THERE ISN'T A SPORT IN THE WORLD THAT EA WON'T CONSIDER FILLING WITH SPARKLERS AND SLAPPING THE BIG LABEL ON"

RUMOUR CONTROL

Hurdling the wire to disseminate essential nuggets of truth – and offering sweet, sticky buns to the guard dogs of speculation.

Confirming that there isn't a sport in the world EA won't consider filling with sparklers and slapping the Big label on, a recent trip to see their Canada studios included a chat with developers about the possibility of an *NBA Street*-style football game. We, naturally, took the opportunity to voice our utter hatred of *Sega Soccer Slam* and suggest something along the lines of those Nike ads on the big boat.

RELIABILITY.....5/10

PSM2 RECKONS *Red Card's already done the shameless brutality thing. But surely there's a gap in the market for a 'street' footie sim mirroring PSM2's sojourns to Percy Community Centre's five-a-side court, no?*

Piste-heads rejoice – *SSX 3*'s all but confirmed, with – yes – improved snow physics and, more excitingly, a mode where you career down a mountain ahead of an avalanche. An early, stupidly ambitious, wish list for vocal talent includes angry rock legend Henry Rollins and, um, Tom Cruise. Keep that dream alive, EA Canada...

RELIABILITY.....9/10

PSM2 RECKONS *It's difficult to see how they'll make the tricks any less believable, but we still haven't had our fill of Tricky. And the possibility of punching Payman into a tumbling chunk of blissfully deathly certainly got our interest piqued.*

FIFA 2004? Inevitable. *FIFA 2004 Online*? Intriguing. After using *John Madden* as a showcase for Sony's broadband plans at E3, and experimenting with a similar system in *NHL 2003*, there's a strong possibility that you'll be able to play in online *FIFA* leagues via the magic of the interweb.

RELIABILITY.....6/10

PSM2 RECKONS *Just in time to get us in the mood for the European cup, hopefully. As long as we're still in it.*

Keeping the online-football theme, think *Pro Evo*! Think player updates! Think downloading transfer patches and not playing as the frickin' Orange52's any more!

RELIABILITY.....8/10

PSM2 RECKONS *Gimme!*

A while ago, you may remember that we mentioned the possibility of *Ico 2* surfacing – and it now turns out that Sony's in-house development team are showing their new 'project' at the Tokyo-based PlayStation Party. Get ready to drag Yorda around a whole new world.

RELIABILITY.....9/10

PSM2 RECKONS *Dem's horny – horny, horny, horny. Coincidentally, the also really liked Ico – which, of course, features a small boy with bowls. A 'spunky' boy. If you will. We'll leave it, we suppose.*

First there was *TimeSplitters*, then there was *TimeSplitters 2*, next there's... um, more *TimeSplitters 2*. Maybe. As Karl Hilton's already told PSM2, there was always the possibility of online play in the second *Splitters*, and the fact that it didn't materialise seemed to be a result of Sony failing to get their collective arse in gear. However, with scores of Americans already playing a hacked online version via some process we don't even *pretend* to understand, we're hearing murmurs about an update.

RELIABILITY.....5/10

PSM2 RECKONS *Bots is fantastic news obviously. Except ... we sound our mobiles haunted by startlingly accurate sci-fi girls called, um, Jowie – we're not sure we want him to be able to reach us when we get home. But games might be someone else who 'wants some'.*

PORKY PIES

Scraping the lie-barrel for choice cuts of untruth...

DON'T LOOK PAC IN ANGER

Shallow Hal chortlesmith Jack Black's signed on to play Pac-Man in a big-budget action flick. The gruelling role will see the Tenacious D frontman shaved bare, painted yellow and chased around a maze by co-stars Alan Rickman and Patrick Swayze with sheets on their heads.

HAIR TODAY...

Shinji Mikami's fallen out with Hideo Kojima – over Raiden's haircut! The *Resi* maestro reckons Raiden's barnet's nothing but a superficial tinkering with Dante's white mop, and is threatening legal action.

THE JENGA BUS IS COMING

Sony's latest EyeToy creation's a version of annoying student-bar favourite Giant Jenga. It'll feature 'wacky'-braying-arsehole surround sound and fully motion-captured tutting regulars.

CHAIRMAN OF THE BEARD

PSM2 mainstay Dave Doak is planning to have his beard surgically waxed, removed and sold on E-bay. The beard, expected to double its reserve price of £1000, will be used to buy toys for Ken Kutaragi.

IT'S A SHAME ABOUT RAY, MAN

The recent series of I'm Alan Partridge was delayed for six months – because Steve Coogan couldn't find the last three Lums in *Rayman Revolution*! The TV funnyman, on finding the final Lum (it was in a crate) quipped "Aha!"

The comic onslaught started by *X-Men*, *Spider-Man* and *Daredevil* continues on a DC tip – with a game based around the televised adventures of the Justice League. Word is that platform gurus Traveller's Tales are working on the licence.

RELIABILITY.....8/10

PSM2 RECKONS *Superman and Batman got the cel-shaded look of the cartoons bang on – then turned out to be a bunch of arse. But with the chaps behind Haven on the case? Joel's as excited as a child in a Disneyland stuffed patently by Duncan's Lemonade.*

Imagine you're a games developer. And you've developed a gorgeous smashy-shadowy system that works really well in driving games. Do you use it in one game and say cheerio? Nope, you tweak it up, use it in *Driver 3* and then crack on with – whisper it, especially if you're near Joel – *Stuntman 2*. Bosho!

RELIABILITY.....5/10

PSM2 RECKONS *Yes, it honestly is a great physics engine. But for the love of Lance Murdoch, let's have a less linear, less maddening, more rewarding game structure this time round, eh?*

Mind Fire Entertainment, the schlockmeisters behind the House of the Dead flick are set to give the bikini/gun/squibs treatment to *Shinobi*. "We look at this game franchise as Crouching Tiger, Hidden Dragon meets Blade," says President Mark A Altman, losing all grip on reality.

RELIABILITY.....9/10

PSM2 RECKONS *Stealth! Blade! Slashing! Great.*

Smackdown 5? Online, mate. Trust us. We know people who know people who *know* this kind of thing.

RELIABILITY.....1/10

PSM2 RECKONS *No, really. Honest.*

Recently-formed Lost Boys Games have announced that they've been working on a secret project for Sony since the beginning of this year – although apparently, the technology used in the game engine has been in development in-house for the past year. PSM2's heard word that the game's set to be an FPS. They're also looking for a designer experienced in the *Unreal* and *Quake* engines. Draw your own conclusions.

RELIABILITY.....8/10

PSM2 RECKONS *Splitters aside, most PS2 deathmatch-em-ups tend to be decent-ish PC conversions – so one taking advantage of second-generation PS2 technology should be a cracker.*

Brace yourself. 3DO are all set to come up with something *good* – a *Burnout*-on-bikes-with-bats game that looks like new version of the classic *Road Rash*.

RELIABILITY.....10/10

PSM2 RECKONS *Clanging Rude Boy round the head with a chain? Sliding along the asphalt on your ass? The sequel that lets you bash up cops? So many Road Rash memories so little time...*

"THERE'S A STRONG POSSIBILITY THAT YOU'LL BE ABLE TO PLAY IN ONLINE FIFA LEAGUES VIA THE MAGIC OF THE WEB"

"THE GRUELLING ROLE WILL SEE THE TENACIOUS D FRONTMAN SHAVED BARE, PAINTED YELLOW AND CHASED AROUND A MAZE"

2003 preview

"WIELD SWORDS, TWANG BOWS, TOSS SUMMONING-STYLE MAGIC – IT'S ALL IN HERE"

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

JANUARY 2003

Ape Escape 2	Sony	P
Battle Bots	THQ	M
Battle Engine Aquila	Infogrames	AS
Ballistic: Ecks Vs Sever	Bam!	AA
Contra: Shattered Soldier	Konami	S
Enclave	Swing	AA
Everblue 2	Capcom	AA
Falcone: Into the Maelstrom	Virgin Int.	AA
Fugative Hunter	Infogrames	AA
Frogger Classic	Konami	Ar
Mark of Kri	Sony	AA
Monopoly Party	Infogrames	Pz
MonsterJam	Ubi Soft	R
Silent Scope 3	Konami	Ar
Sims, The	EA	Str
Sly Raccoon	Sony	P
Starsky and Hutch	Empire	AA
Star Wars: The Clone Wars	Activision	AS
Sword of the Samurai	Ubi Soft	AA
Tiny Toon Adventures	Swing	P
Treasure Planet	Sony	P

FEBRUARY 2003

ATV: Quad Power Racing 2	Acclaim	R
Barbarian	Virgin	Bt
Batman: Dark Tomorrow	Kemco	AA
Centre Court 2	Midas	Sp
Def Jam Vendetta	EA	BT
Gio Gio's Bizarre Adventure	Capcom	AA
Grappler	Midas	Bt
G-Surfers	Midas	R
Indiana Jones and the Emperor's Tomb	Activision	AA
Macken Shao	Midas	AA
Midnight Club 2	Take 2	R
Mortal Kombat: Deadly Alliance	Midway	Bt
Mr Golf	Midas	Sp
Paris Dakar Rally 2	Acclaim	R
Primal	Sony	AA

Robocop	Infogrames	FPS
Robotech: Battlecry	TDK	M
Rolling	Rage	S
SOS: The Final Escape	Agetec	AA
Space Channel 5 2	Sony	B
Splinter Cell	Ubi Soft	AA
Tomb Raider: TAOD	Eidos	AA
Vexx	Acclaim	P
Whirl Tour	Vivendi	P

MARCH 2003

Aero Elite Combat Academy	Sega	FS
Club Football	Codem'ters	Sp
Dance Dance Revolution Max	Konami	B
Devil May Cry 2	Capcom	AA
Dr Muto	Midway	AA
Evolution Snowboarding	Konami	Sp
Gallerians: Ash	Sammy	AA
Inquisition	Wanadoo	AA
King Of Route 66	Sega	R
Mace Griffin: Bounty Hunter	Vivendi	FPS
Malice	Vivendi	P
Jurassic Park: Project Genesis	Vivendi	AS
Lost, The	Ubi Soft	AA
Pro Beach Soccer	Wanadoo	Sp
Rayman 3: Hoodlum Havoc	Ubi Soft	P
Silent Hill 2: Director's Cut	Konami	AA
SOCOM: US Navy Seals	Sony	AA
Syberia	Vivendi	AA
WWE Crush Hour	THQ	R
Zapper	Infogrames	P
ZOE2: The 2nd Runner	Konami	M

APRIL 2003

Black and White	tbc	AS
BloodRayne	Vivendi	AA
Dragon's Lair 3D	THQ	AA
Metal Gear Solid: Substance	Konami	AA
Shinboi	Sony	AA
Silent Hill 3	Konami	AA

MAY 2003

Enter The Matrix	Atari	AA

LATE 2003

A Sound Of Thunder	Bam!	AA
Akira Psycho Ball	Infogrames	Ar
Alter Echo	THQ	AA
Bruce Lee	Vivendi	Bt
Dark Chronicle	Sony	RPG
Dead To Rights	Sony	AA
Def Jam Vendetta	EA	BT
Deus Ex2: Invisible War	Eidos	FPS
Die Hard Vendetta	Vivendi	FPS
Dredd Vs Death	Vivendi	AA
Driver 3	Infogrames	R
Final Fantasy 10-2	Sony	RPG
Finding Nemo	THQ	AA
Fire Warrior	THQ	FPS
Four Horsemen of the Apocalypse	3DO	AA
Freaky Flyers	Midway	FS
Freedom: Battle For Liberty Island	EA	FPS
Futurama	SCi	AA
Ghostmaster	Empire	AA
Gran Turismo 4: Online	Sony	R
Hulk, The	Vivendi	AA
Indy Racing League	Codem'ters	R
Lamborghini	Rage	R
Mercedes-Benz World Racing	TDK	R
Mission Impossible 2	Infogrames	AA
Moji Ribbon	Sony	B
Nightmare Creatures 3	Konami	AA
Pac Man World 2	Sony	P
Pride FC	THQ	Bt
Red Dead Revolver	Capcom	AA
Return to Castle Wolfenstein	Activision	FPS
Soul Calibur 2	Sony	Bt
Suikoden 3	Konami	RPG
Tak: The Power of Juju	THQ	AA
Team SAS	Rage	AS
This Is Football 2004	Sony	Sp
Tom Clancy's Raven Shield	Ubi Soft	AS
War of the Monsters	Sony	Bt
Warhammer 40,000	THQ	Str
X-Men: Wolverine's Revenge	Activision	AA
Zone of the Enders 2	Konami	P

TO BE CONFIRMED...

A10 Warthog	tbc	P
Aliens Colonial Marines	EA	FPS
Ape Escape 2	Sony	P
Armored Core 3	Metro 3D	M
Batman 2	Ubi Soft	AA
Ben Hur	Vivendi	R
Blood: The Last Vampire	Sony	AA
Bomberman Kart	Konami	R
Breath of Fire: Dragon Quarter	Capcom	RPG
Broken Sword: The Sleeping Dragon	Sony	AA
Butterfly Table Tennis	Metro 3D	Sp
Capcom Fighting All-Stars	Capcom	Bt
Catan	Capcom	AA
Cauldron	TDK	AA
Celebrity Deathmatch	Take 2	Bt
Chariots: The First Olympics	Candella	R
Charlie's Angels	Ubi Soft	AA
Choplifter: Search & Rescue	Xicat	Ar
Clock Tower 3	Capcom	AA
Club Football	Codemasters	Sp
Coaster Works 2	Xicat	Str
Conflict: Desert Sabre	SCi	AS
Crank The Weasel	Midway	P
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
CSI: Crime Scene Investigation	Ubi Soft	AA
Cubix Showdown	3DO	M
Curse: The Eye of Isis	Wanadoo	AA
Cy Girls	Konami	AA
Daredevil	THQ	AA
Dark Angel	Vivendi	AA
Death Crimson	Sammy	AA
Delta Force	Nova Logic	FPS
Dinotopia	TDK	AA
Dinoz	Vivendi	Sp
Disney All Stars	Konami	Sp
Dual Hearts	Konami	Sp
Duke Nukem Forever	Take 2	FPS
Dungeons and Dragons	Infogrames	AA
Engalus	tbc	AA
Everquest	Sony	RPG
Evil Dead: Fistful of Boomstick	THQ	AA
Evolution Skateboarding	Konami	Sp
F1 Racing Championship	Ubi Soft	R
Falcone	Virgin	FPS
Face Off	Cryo	AA
Final Fantasy 11	Sony	RPG
Final Fantasy 12	Sony	RPG
Forever Kingdom: Evergrace 2	tbc	RPG
Freestyle: Metal X	Midway	Sp
Fugitive Hunter	Infogrames	AA
Full THrottle 2	Activision	RPG
Galidor	tbc	AA
Gladius	Activision	RPG
Good Cop, Bad Cop	Revolution	AA
Gremlins	LSP	P
GT Racing	Midas	R
Guilty Gear X2	Sammy	Bt
H2Overdrive	Ubi Soft	R
Harvest Moon: Save the Homeland	tbc	RPG
Heaven and Hell	CDV	Sm
Hot Wheels	THQ	R
Indy Racing League	Codemasters	R
Inspector Gadget	LSP	P
Isle of Man TT	Codemasters	R
Jacked	3DO	AA
K-Project	Sony	AA
Kengo 2: Bushido Master	Ubi Soft	AA
MLB Slugfest	Midway	Bt
Monster Rancher 3	Tecmo	AS
Moto GP3	Sony	R
Music 3	Codemasters	Sm
Myst 3	Ubi Soft	Pz
NASCAR Thunder	EA	R
Nickelodeon Party Blast	Infogrames	Pz
Okage: Shadow King	Sony	RPG
One Must Fall: Battlegrounds	tbc	Bt
PaRappa the Rapper 3	Sony	B
Pillage	Zed Two	AS
Project BG & E	Ubi Soft	AA
Resident Evil Survivor 4	Capcom	S
Richard Burns Rally	SCi	R
Risk	Infogrames	Pz
Robin Hood: Defender of the Crown	tbc	AA
RTX Red Rock	Activision	AA
Rubu Tribe	Interplay	AA
Rygar	Tacmo	Ar
Samurai Jack	Bam!	P
Sega Seabass Fishing Duel	Acclaim	Sp
Shaun Murry's Pro Wakeboarder	Activision	Sp
Shining Lore	Phantagram	RPG
Shoot to Kill	Codem'ters	FPS
Sim City 4	EA	S
Smash Cars Racing	Metro 3D	R
Smuggler's Run 3	Take 2	R
Snowboard Heaven	Capcom	Sp
Starcraft: Ghost	Vivendi	FPS
Star Ocean 3: Till the End of Time	tbc	RPG
Starsky And Hutch	Empire	AA
Stung	tbc	AA
Street Lethal	Activision	AA
Street Racing Syndicate	3DO	R
Super Bust-a-Move 2	Ubi Soft	Pz
SWAT: Urban Justice	Vivendi	AS
Tales of Destiny 2	tbc	RPG
Tenchu 3	Activision	AA
Terminator 3	Infogrames	AA
Templar	TDK	AA
Tennis Master Series	Vivendi	S
Thunderbirds	SCi	AA
Titanium Angel	SCi	AA
Tribes 2: Aerial Assault	Vivendi	AA
True Crime	Activision	AA
Urban Freestyle	Acclaim	Sp
Venus and Braves	Capcom	RPG
Virtual-on Marz	Sony	M
Voodoo Islands	Koch	AA
War Of The Monsters	Sony	Bt
Wheel of Fortune	Infogrames	Pz
White Fear	Vivendi	AA
Wild Arms 3	Sony	RPG
Wizardry	Ubi Soft	RPG
World Championship Snooker 2003	Codemasters	Sp
World Sports Car	Empire	R
Worms 3	Ubi Soft	Pz
Wrath	Activision	AA
Xenosaga	Sony	RPG

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations.

PSM2 MOST WANTED

JONNIE'S CHOICE

1. DARK CHRONICLE
2. 13
3. SILENT HILL 3

Novelty game choice:
Grundlebeard 6: Flames of Todge

ADRIAN'S CHOICE

1. RESIDENT EVIL: ONLINE
2. GRAN TURISMO 4
3. SILENT HILL 3

Novelty game choice:
James Bond 007 in... Threadmouth

DAN G'S CHOICE

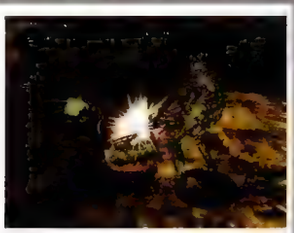
1. MGS2: SUBSTANCE
2. TOMB RAIDER
3. SOUL CALIBUR 2

Novelty game choice:
Pete Waterman's Full of Hits

MILF'S CHOICE

1. INDIANA JONES
2. GRAN TURISMO 4
3. TENCHU 3

Novelty game choice:
Retro's Revenge



DAN V'S CHOICE

1. DEVIL MAY CRY 2
2. ENTER THE MATRIX
3. ZOE2: THE 2ND RUNNER

Novelty game choice:
Twang-Twang Solo Mania

MARCUS' CHOICE

1. CHAOS LEGION
2. TOMB RAIDER
3. DRIVER 3

Novelty game choice:
David Attenborough's Life

DAN D'S CHOICE

1. PRO EVOLUTION SOCCER 3
2. ICO 2
3. WHAT CRITERION DO NEXT...

Novelty game choice:
Drink! Swear! Shout!

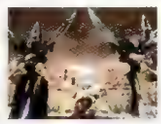
JOEL'S CHOICE

1. SOUL CALIBUR 2
2. MK: DEADLY ALLIANCE
3. CAPCOM FIGHTING ALL-STARS

Novelty game choice:
Dance Dance Ninja Grapple

LAST MINUTE PREVIEWS

Sometimes it's wise to save some space till deadline day...



CHAOS LEGION

Capcom Spring (Japan)

Just in: brand new *tiny* shots of Capcom's new stylish-action game. Based on a Japanese novel about legendary swordsman Sieg Wahrheit and his nemesis Victor Delacroix, it's a title that blends the best elements of Capcom's PS2 action stable. Wield swords, twang bows, toss summoning-style magic – it's all in here. And it looks stunning.

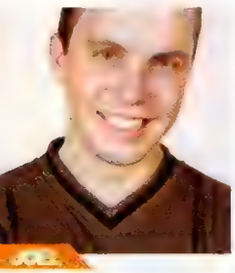
VIRTUA FIGHTER 4 EVOLUTION

Sega 13th March (Japan)

Hot off the desktop of a Sega R&D laptop – the first exclusive shots of PS2 *VF4 Evolution*. Er, including one – yes, *one* – pic of a fight. The major enhancement to the game is the inclusion of Quest mode, where you can travel around a map playing tournaments in different arcades in order to become the national champion.

PLAYSTATION 2 MAGAZINE
PSM2
REVIEWS
THE ESSENTIAL VERDICT ON EVERY NEW RELEASE
レビュー

"BLURRING THE BOUNDARIES BETWEEN GAMES AND FILMS" IS A GOOD THING. DISCUSS.



Our Mean head says Don't Be Bloody Stupid. Not in the accepted sense. Not in the 'Forcing you down a linear path full of pre-scripted events' sense. Not in the 'Including hours of self-consciously geezerish cutscenes' sense. And *certainly* not in the sense of 'Buying a decent licence and then cranking out a perfunctory 60 percenter.'

But Nice head says yes. We all like films, we all relate to them, and there's something great about creating moments that could've come from a film – chasing someone down in a golf buggy, blinding guards with a spray of flour, even dangling a pleading mobster off the roof of his Stucco mansion. But that's 'creating' them, see? Not doing exactly the same as the other 100,000 people who bought the game. And that means freedom, not linear missions designed to get through a preset sequence of events.

What's better – the 'filmish' *Medal of Honor*, where your comrades don't die until it's their turn, or *Half-Life*, where each saved scientist feels like a personal victory? Free will's the key, chums – the more you've got, the more emotionally invested you feel in what's actually happening. Forget the lovely cutscenes – just give us a plausible world to mess about in, and we'll write the script ourselves.

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

レビューers レビュー

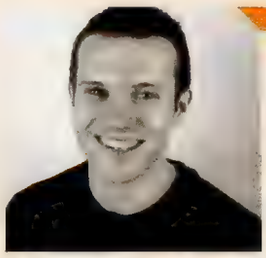
PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

JONATHAN BRYANT

- **SPECIALIST IN:** Mechanised warfare
- **HAVING FUN WITH:** Harry Potter (*snigger*)

Despite his anchovy-like eyes and electro-therapy, Jonnie cried tears of joy this month, rather than pain. He's got a new girl in his life, see...



DANIEL DAWKINS

- **SPECIALIST IN:** Pretty much everything
- **HAVING FUN WITH:** The Getaway

Dan's been a changed man since playing *The Getaway*. Decked out in a traditional Pearly King outfit, he insists on rolling out PSM2's barrels.

MARCUS HAWKINS

- **SPECIALIST IN:** Games with 50% animal content
- **HAVING FUN WITH:** Other people's reviews

Marcus didn't actually write a review this issue, preferring instead to interrupt everyone else's ~~with stupid comments~~ *Marcus is brilliant! Marcus is brilliant!*

DANIEL GRIFFITHS

- **SPECIALIST IN:** Wrestling. Unbelievable, we know..
- **HAVING FUN WITH:** His own oily hands

Like a fish out of water, Dan recently found himself gasping for liquid on the floor of a Japanese hotel bar. Luckily, he carries an emergency booze-dermic.

RYAN BUTT

- **SPECIALIST IN:** Driving, shooting
- **HAVING FUN WITH:** Grand Prix Challenge, Alpine Racer 3

Running, riding, driving, skiing – Ryan does it all this month, while buttering the office's supply of baguettes and offering Thai massages to anyone who'll pay.

JAMES WHITE

- **SPECIALIST IN:** Christmas cheer, DVDs
- **HAVING FUN WITH:** Steve Coogan – aha! AHA! Eh?

A quiet man by nature, James would rather sit in front of the TV than go out on the town with three chimps and an airhorn. Yes, he *is* a little weird. .

MARTIN KITTS

- **SPECIALIST IN:** Driving, jumping
- **HAVING FUN WITH:** Big Mutha Truckers, Sly Cooper

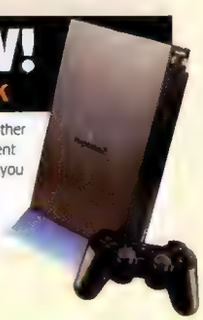
With a body as taught as David Blaine's and a mind as piercing as a fork, Martin doesn't let bad games leave us without receiving some 'heavy shit' first.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch .

PSM2, FUTURE PUBLISHING,
30 MONMOUTH STREET, BATH BA1 2BW



›THE DEFINITIVE VERDICT フルウマキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping, *Fantavision* is the PlayStation 2's simplest (and arguably greatest) invention yet
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
BEATING THE GAME
VERDICT
GAMER'S CHOICE
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シラモ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely

›HONEST AND ACCURATE シラモ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シラモ

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

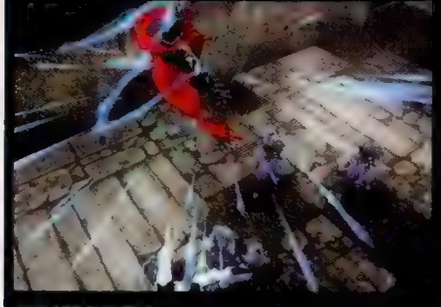
0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

THE GETAWAY 058
Grand Prix Challenge 066
Sly Raccoon 068
Premier Manager 071
The Powerpuff Girls 071
The Sims 072
Defender 074
Battle Engine Aquila 075

BOUNTY HUNTER 076
4x4 Evolution 2 080
Silent Scope 3 081
Harry Potter 082
NBA Live 2003 083
Total Immersion Racing 083
Minority Report 084
Alpine Racer 3 086
X-Men: Next Dimension 088
Big Mutha Truckers 090
Drone Racers 091
Hot Wheels: Velocity X 091



SHINOBI 092

DVD REVIEWS

24 Hour Party People 096
Men in Black 2 097
Not Another Teen Movie 097
Dogtown and Z-Boys 097

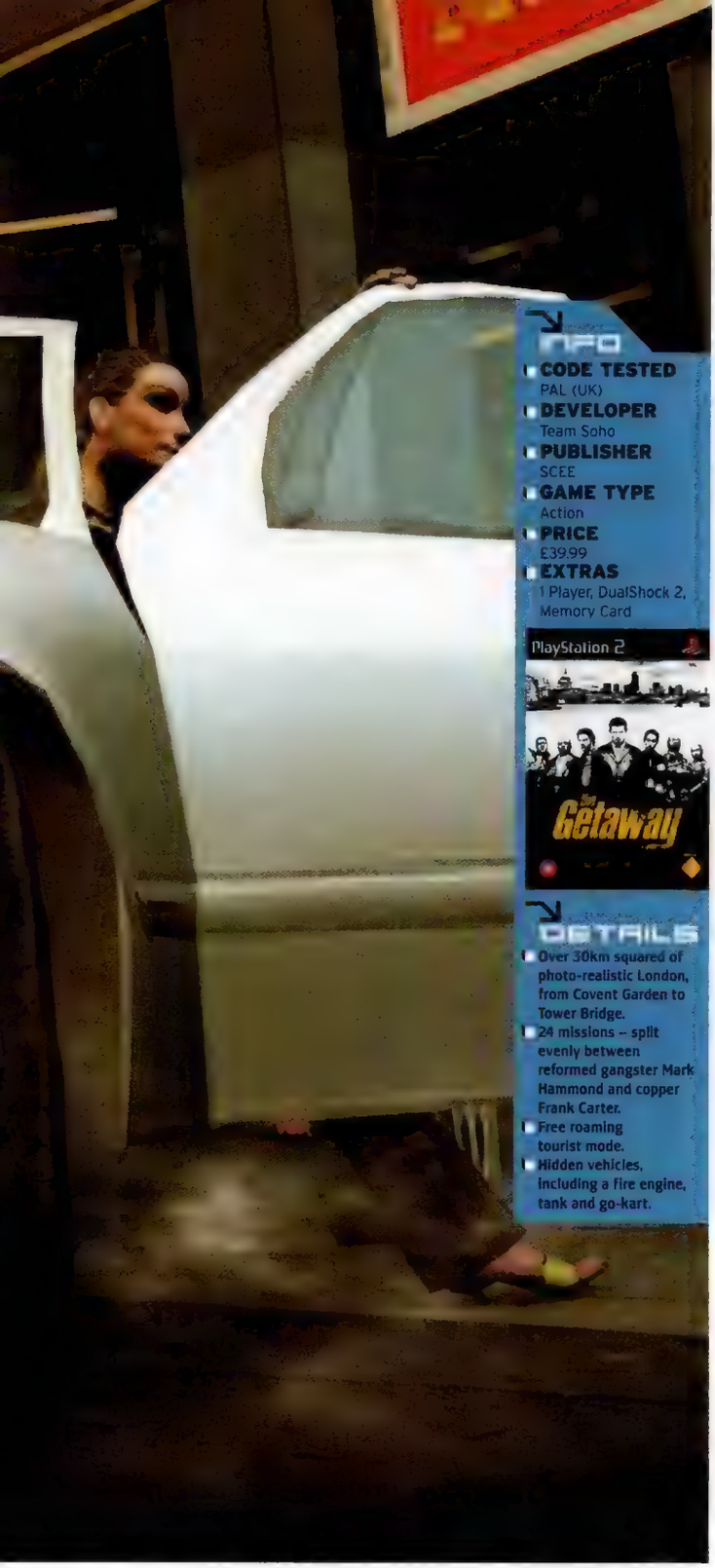
OUT UK NOW

THE GET

"THE GAME THAT FINALLY THREATENED TO MEET ITS TERRIFYING HYPE HAS

A treat for the mince pies, all right, but Sony's maligned cockerney epic is more crust than filling.

REVIEWER: Dan Dawkins



INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Team Soho
- **PUBLISHER** SCEE
- **GAME TYPE** Action
- **PRICE** £39.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card

PlayStation 2

DETAILS

- **Over 30km squared of photo-realistic London, from Covent Garden to Tower Bridge.**
- **24 missions – split evenly between reformed gangster Mark Hammond and copper Frank Carter.**
- **Free roaming tourist mode.**
- **Hidden vehicles, including a fire engine, tank and go-kart.**

Picture the scene. A balmy summer afternoon, Oops I Did It Again blares from the radio and six near strangers are locked in heated debate. It's June 2000, *MGS2* is but a twinkle in Kojima's eye and the newly formed PSM2 team are already debating the first shots of *The Getaway*. Amid cries of "geeeezer", "fake" and "best game ever", an argument emerges – *The Getaway* might be the greatest case of misrepresentation since Attorney Lionel Hutz' dispute with The Neverending Story, but we'd sell our pearly kings to play it.

Seven months on, and the early code disappoints. Rumours suggest the first shots were pre-rendered and Sony have paid £5m for a game that doesn't exist. After a protracted silence, *The Getaway* makes its playable debut at E3 2002, and was voted 'PSM2's most disappointing game of the show'.

Unbelievably, the *real* surprise lies in wait. Three months later, the game dazzles punters at the PlayStation Experience – looking faster, busier and more coherent. Rocked by the unprecedented improvement, we're cautiously optimistic. After two years of raging controversy, can Team Soho finally deliver the goods?

WOULD YOU ADAM 'N' EVE IT?

As we speak, right now, *today* – we're clutching a finished copy of *The Getaway*. The most anticipated, maligned, important game in the history of PS2. We've played it. Played it to *death*. All 20 hours, shouting, pointing excitedly at Tower Bridge, swearing and whooping like cockatoos. Which makes it even harder to report, in another dramatic twist, that *The Getaway* has defied our expectations *again*. The game that finally threatened to meet its terrifying – albeit often unintentional – hype, has fallen agonisingly short of greatness. And the reason it confounds – the same reason it has always confounded – is that despite moments of shimmering brilliance, you can't rely on *The Getaway* to do what you want, *when* you want to do it.

HAMMOND CHEESE: The likeness to the real-life actors is uncanny, but despite some solid acting, the script disappoints.

SIREN AND FIRING: As Hammond, the police are always on your tail - but you can always jump out, shoot 'em and nick their car.

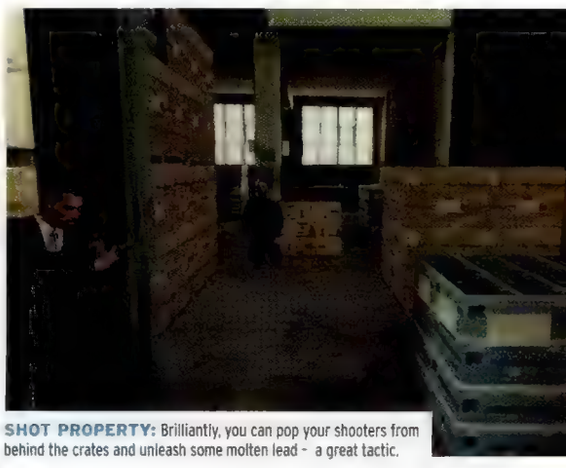
Case in point. You're in a Yardy crack den, pinned outside a rooftop laboratory. Hopelessly outgunned, you swing into eyeshot, unleashing a volley of machine gun fire and rupturing an exposed gas canister. Seconds later, the room explodes in a shower of glass, splinters and charred flesh. As you whip round to enter the room... DONK... the camera flips unexpectedly. The controls reverse and you blunder into the wall. You flap about for a small eternity – camera churning, legs flailing – as the Yardies baulk in disbelief. You've transformed from Chow Yun Fat to Norman Wisdom in a heartbeat. Ten minutes of nerve-throttling tension lost in one moment of clumsy camerawork and fiddly controls.

LOVELY JUBBLY?

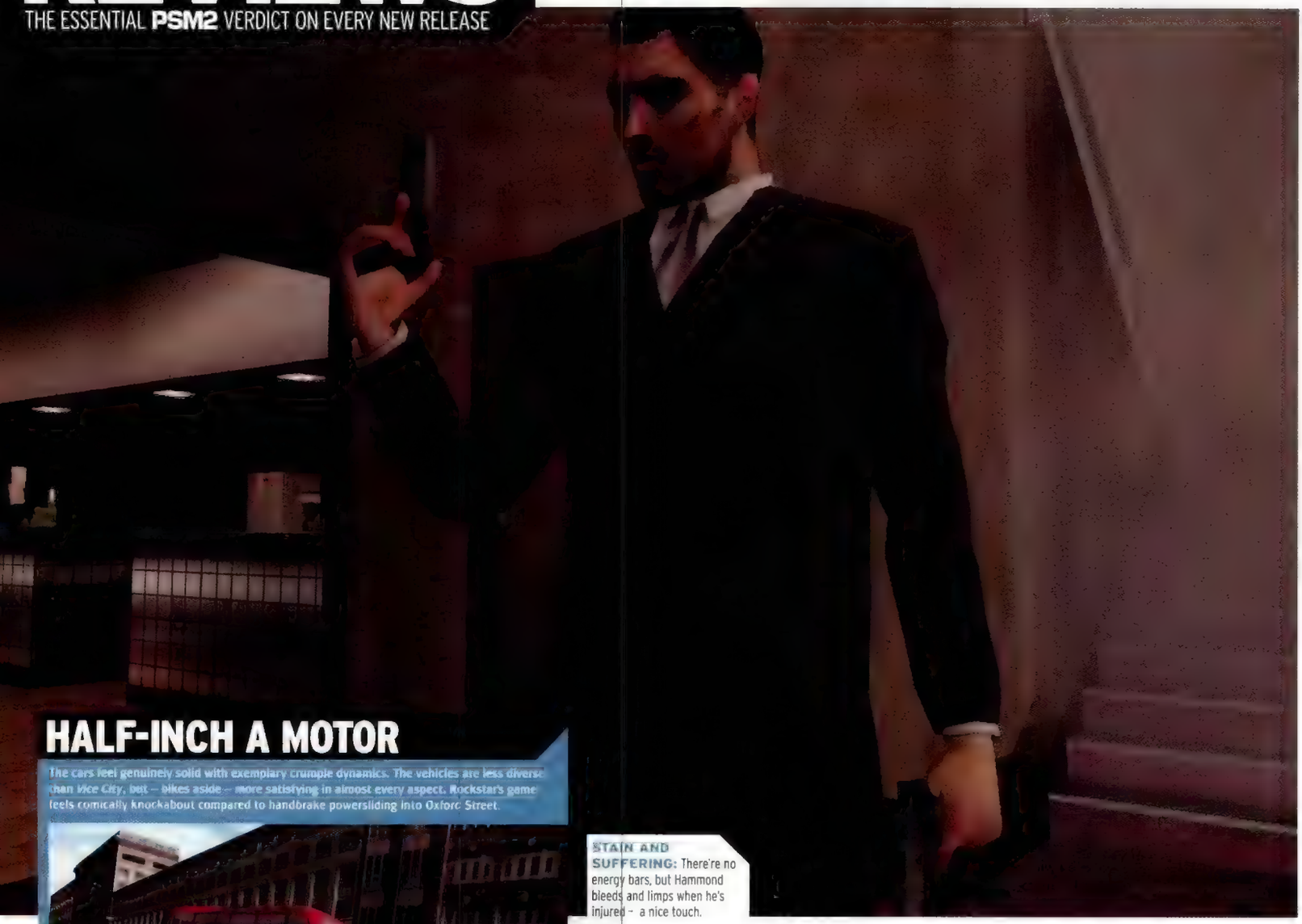
Team Soho's opus is full of moments like that – re-defining the spectacular, but choking the fundamentals. It's the only game that could rob Fort Knox in broad daylight, but forget to put petrol in the getaway car. You'll learn to accommodate its peculiarities – on occasion, the controls are spectacularly empowering – but we defy anyone to finish the game without four or five moments of genuine outrage. Nobody ▶

AWAY

FALLEN AGONISINGLY SHORT OF GREATNESS..."



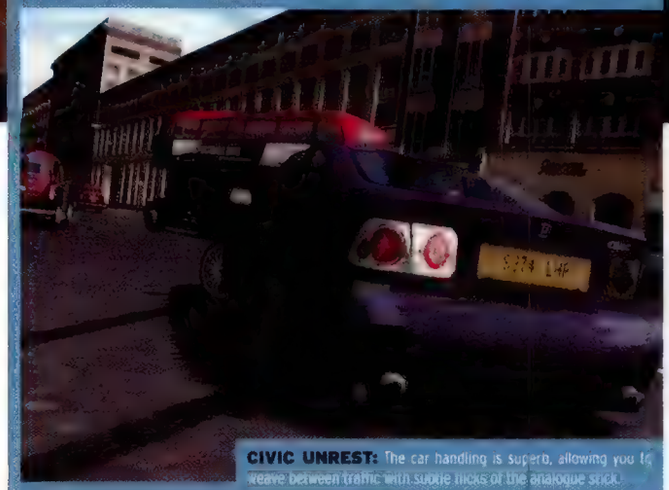
SHOT PROPERTY: Brilliantly, you can pop your shooters from behind the crates and unleash some molten lead - a great tactic.



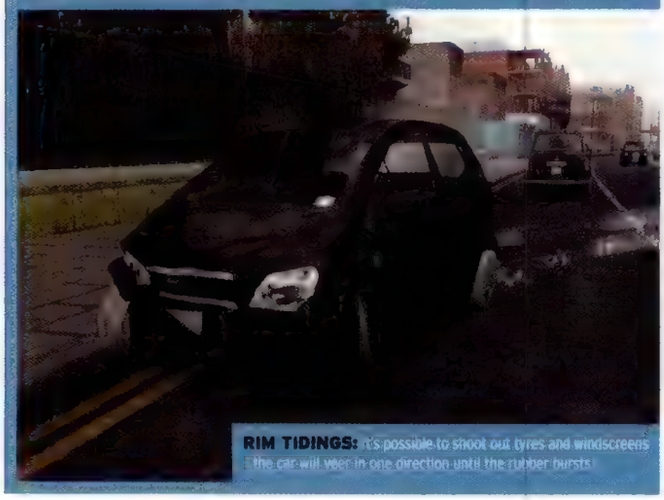
STAIN AND SUFFERING: There're no energy bars, but Hammond bleeds and limps when he's injured – a nice touch.

HALF-INCH A MOTOR

The cars feel genuinely solid with exemplary crumple dynamics. The vehicles are less diverse than *Vice City*, but – bikes aside – more satisfying in almost every aspect. Rockstar's game feels comically knockabout compared to handbrake powersliding into Oxford Street.



CIVIC UNREST: The car handling is superb, allowing you to weave between traffic with subtle nicks of the analogue stick.



RIM TIDINGS: It's possible to shoot out tyres and windscreens – the car will veer in one direction until the rubber bursts.

▶ wants an easy ride, but neither do they want to feel cheated, cheapened or helpless. At times, playing *The Getaway* feels a little too much like *work* – delivering exhilaration and inconsistency with double barrelled ferocity.

YOU'RE 'AVIN A GIRAFFE

Being pernickety, we could write a small novel about *The Getaway*'s annoying bits. For example, the car indicator lights don't flash at T-junctions – the only time you need them. Odder yet, when you rest against the scenery, which is how you recover energy, the camera sometimes flips in the wrong direction. And, since the game dispatches villains to hurry you along, even if you've checked the horizon, you'll often get shot in the back.

In the bigger levels, the targeting system disobeys logic. A guy will be standing two metres in front of you *with a machine gun*, but the auto-target selects a villain 50 metres away. On one occasion, we escaped from a burning car to steal a motor parked a few yards away. Inexplicably, Hammond turned around, casually climbed back into the flaming wreck and burnt to death. Generous detection zones are one thing, suicide quite another. Criminally, it sometimes feels like the game hasn't been thoroughly playtested.

Stealth levels? Grrr. These are risky at the best of times – just look at the pickle Free Radical made of the Tokyo level in *TimeSplitters 2*. *MGS2* only succeeds thanks to the precision controls, flexible camera and rules of engagement.

Suffice to say, with its brainless static camera, wobbly movement and inconsistent detection parameters, *The Getaway* is dancing through no-man's land with a luminous trilby.

DEAD TO LIGHTS: There's no on-screen radar, so you've got to rely on your indicators for directions, which is *largely* hassle free.

FOR WHOM THE BILL TOLLS: The police car is one the best motors in the game – fast, snappy and equipped with a useful siren.

LET'S GET READY TO APPLE CRUMBLE

You start the game as reformed gangster Mark Hammond, framed for the murder of your wife and forced into running murderous errands for Charlie Jolson, who's abducted your kid. After 12 missions, you restart the adventure as renegade cop DC Carter. The plot's passable but fails to create genuine attachment. For all the hype surrounding the voice technology, the characters still look like they're chewing marbles.

CHAIR RAISING:

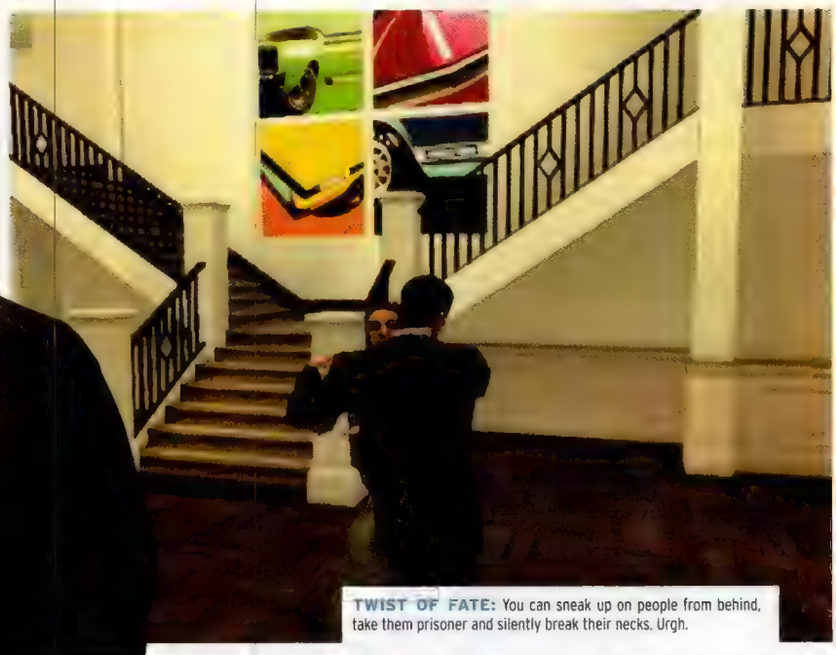
FLIP SERVICE:

DYING FOR ARREST: Get too close to the coppers in the exterior sections, and they'll arrest you – which is bloody annoying.

WARREN BT: In one mission, you've got to infiltrate Snow Hill police station dressed as a phone engineer and murder the top cop.

PUNCH BREAK: Crazy Jake Jolson is the game's toughest cookie, a fact emphasised in his disturbing cutscenes – ooch.

TRIAD AND TESTED: Jolson orders Hammond to perform hits on all the major London gangs – but what is he planning?



TWIST OF FATE: You can sneak up on people from behind, take them prisoner and silently break their necks. Urgh.

"GENEROUS DETECTION ZONES ARE ONE THING, SUICIDE QUITE ANOTHER"

At times, DC Carter's stealth missions border on total guesswork. If a guard spots you, it's instant death – but you're still forced to make blind runs and second guess the AI detection zones. It's so inconsistent – in the warehouse, the only way you can finish the level is by charging at the last guard, while previously the only way to *avoid* detection was by tip-toeing in the shadows. Apart from a few oblique clues, the game gives you no indication of where to go next. The stealth sections aren't suited to the controls – it feels like they were tacked on, possibly as a panacea for critics who questioned the level of variety in the early code.

THE JACKSON POLLOCKS

Funny thing is, when *The Getaway* isn't torturing your patience, it's kidnapping your affections. The set-pieces are dazzling, like the full-blown riot in Soho. Simply nick the colossal fire van, tear down the photo-realistic streets and send the triads spinning like skittles. Both Yardy house missions – with Hammond and Carter – are landmarks in tension and atmospherics. Similarly, the art gallery raid is simply breathtaking – baulk at the invisible load time as you enter the building, then marvel at the hi-res paintings, incidental chatter and bustle of on-screen characters.

FIREMAN SLAM: In Carter's missions, you've got to quell a Soho street riot – nick the fire engine and plough right through.

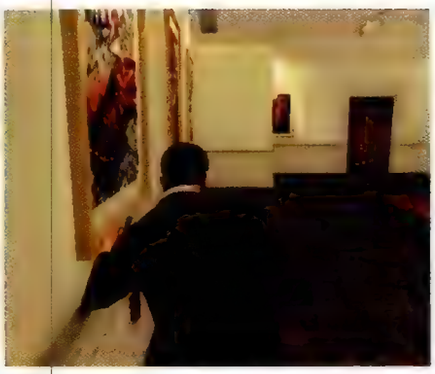
INSIGHT

- Actor Don Kembry, who plays Hammond, started his career as a boxer before moving into acting. Intriguingly, lead designer Chun Wah Kong's previous games include *Thomas the Tank Engine* on NES, and *Maximum Carnage* on the SNES.

CHINA CRISIS

A RIFLING MATTER:

VAN LAUREL:



REST LAID PLANS: You need to lean against the scenery to recover health - just keep an eye out for incoming gangsters.

PEDS WIN PRIZES: There's no punishment for running down civilians, save some clunky bumper damage.

"HAMMOND CAN TAKE PRISONERS, PISTOL WHIP GOONS AND POP HIS TWIN PISTOLS ABOVE TABLES OR AROUND BLIND BENDS FOR RISK FREE KILLS"

▶The recreation of London is breathtaking. You can drive around 30km of painstakingly mapped London, cooing at monuments and goggling at the volume of traffic. Pedants may berate the occasional inaccuracy – a false shopfront or missing side street – but give or take a Big Issue vendor, the world's most exciting city is chattering inside your PS2. Pedestrians plod about their business, while traffic reacts authentically to your manic shunts, swerves and attempted hold ups.

Complaints withstanding, the interior sections are edifying. There're loads of neat touches – Hammond can take prisoners, pistol whip goons and pop his twin pistols above tables or around blind bends for risk-free kills. With practice, you'll be popping shots through doorframes and ogling as steam hisses from bullet-scarred pipes.

Sadly, the rigid drive-shoot structure starts to wane, aggravated by the formulaic plot. It isn't until about ten hours in, at the climax of Hammond's missions, that you give h'apenny for his little Alex. Despite solid acting, the script is depressingly unremarkable – "ooh, what a bitch" whines one gangster, in case we'd mistaken Yasmine for the sugar plum fairy – while the violence is hackneyed and self-conscious. There's a grim re-imagining of the torture scene from Reservoir Dogs, while Jolson's racist remarks cut a little *too* close to the bone.

IT'S A FAIR COP, GUV

As the game progresses, the niggling doubts are exacerbated by predictable police AI, samey exterior locations and astounding linearity – alleviated by the occasional genius set piece or heart-racing pursuit. Despite the underpinning gargantuan achievement, and a sprinkling of delicious touches, the control system feels disjointed and occasionally mismatched to the objectives. It's as if the team became so obsessed with the 'how' of recreating London, they forgot the 'why'. For a game with filmic aspirations, your emotions are only engaged sporadically, lurching to a barely-satisfying conclusion.

In fairness, *The Getaway* is no more flawed than *Vice City* – sharing a wonky camera, duff

TURN THE PAGE TO SEE THE GETAWAY TAKE ON GTA: VICE CITY...

WINNERS AND BOOZERS: You can hold any of the gangsters hostage, by sneaking up behind them and tapping ⊗.

IMPACT POINT

You burst into the Yardy crack-house, hip-hop [illegible]

DEFIANCE AND LEICESTER: Landmarks are tremendously recreated, from Big Ben to Covent Garden to Leicester Square.

targeting and maddening objectives – but with one crucial difference. Rockstar's game lets you side-step the inadequacies – albeit by skipping a mission or trying an alternative approach – while *The Getaway* forces you to tackle them head on. The stealth sections almost feel broken – thanks to their unforgiving nature and cranky controls – but if you don't bend to their occasionally counter-intuitive unwritten rules, you can't progress.

A RIGHT TWO AN' EIGHT

The Getaway, then – in turns, it's a sumptuous labour of love, a glimpse of the future, an unprecedented empowering pulse-racing epic, a brutal hark to the past, an ill-designed impostor and a sloppily scripted interactive movie with grating mechanics. In fact, whatever you say about Team Soho's progeny, one thing is clear – more than any game this year – yes, including *that* one – it demands your attention and tackles controversy head-on all guns blazing. You'll be dragged screaming and punching to the conclusion for every fleeting glimpse of genius. It's a game that people will be talking about for months to come, and given the current overwhelming fug of sequels and despairing me-too products clogging the release schedules, surely that's praise enough.

Essentially, if you've ever wanted to wield a shotgun in rush hour traffic, you love The Long Good Friday, live anywhere near London and don't mind surrendering countless expletives for fleeting glimpses of perfection, you can buy with confidence. And when the grime and repetition of London life starts to get you down, you can always take a holiday. We hear Miami is quite nice this time of year... **PSM2**

The Getaway's *aaaht naaaaah*

"IF YOU'VE EVER WANTED TO WIELD A SHOTGUN IN RUSH HOUR TRAFFIC AND YOU LOVE THE LONG GOOD FRIDAY, YOU CAN BUY WITH CONFIDENCE"

HOSKINS' CHOICE

1 **GTA: VICE CITY**
Liberated gameplay and impossibly enjoyable. If you hate this, stop taking life so seriously.

2 **THE GETAWAY**
Knows its lines, but can't get the timing right. Worthwhile, but linear and needlessly infuriating.

3 **MAX PAYNE**
Gritty shooter with dynamic controls. Rough and repetitive, but curiously moreish.

PSM2 VERDICT

GAMEPLAY
+ Great driving, ingenious combat.
- Fiddly targeting, close control and stealth

GRAPHICS
+ Incredible textures, great animation.
- Repetitive streets, boxy interiors.

SOUND
+ Great in-game voices, moody tunes.
- Clichéd cutscenes.

LIFESPAN
+ Challenging for 20 hours.
- Linear, with little repeat value.

OVERALL
A fearsome achievement with glimpses of genius, hampered by flawed controls. Worth a butcher's, but a cut below truly essential.

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CRIME PAYS

GANGLAND WARFARE

Sheepskin or linen? Geezer or breezer? It's the ultimate showdown...

Sony might argue that *The Getaway*'s cinematic aspirations, tense atmospherics, realism and linearity, preclude any direct comparisons with Rockstar's enormous, comically corrupt, hedonistic, free-roaming *GTA: Vice City*. Bollocks to that. Seek the honest verdict below.

CARS

Licensed Range Rovers and Fiats or an eclectic range of '80s sportsters, Harley-Davidsons, beach buggies and golf karts? Oh, pur-lease.

1-0
Cars

SOUND

Up against eight hours of licensed music, including Gary Numan, Michael Jackson and – arooga – Hall and Oates, *The Getaway*'s moody, yet repetitive, percusso-jazz just can't compete.

2-0
Cars
Sound

HANDLING

While *Vice City*'s cars feel intuitive, knockabout and distinct, they're no match for Team Soho's astoundingly solid motors, superb damage system and close control.

2-1
Cars
Sound
Handling

SHOOTING

The lesser of two evils. *Vice City*'s targeting is well-defined, but irks in first-person-mode. *The Getaway*'s auto-targeting is occasionally barmy, but the ability to shoot round bends seals it.

2-2
Cars
Sound
Handling
Shooting

WEAPONS

The Getaway offers *three* shooters, and some melee weapons. We'd much rather flamethrower hoods, unleash a rocket and finish the survivors with a screwdriver.

3-2
Cars
Sound
Weapons
Handling
Shooting

CAMERA

Vice City's camera wobbles annoyingly in heated battles, but at least you can alter your viewpoint. *The Getaway*'s selectively-moronic fixed camera defies Mr Logic.

4-2
Cars
Sound
Weapons
Camera
Handling
Shooting

VIOLENCE

Eurgh. Rockstar might let you snipe civvies and hack people with machetes, but there's something *really* unnerving about *The Getaway*'s torture scenes and cold blooded police murder – cynical stuff.

4-3
Cars
Sound
Weapons
Camera
Handling
Shooting
Violence

GRAPHICS

Miami's great when the sun's out, but rough round the seams. London's crispy, busy and shudderingly authentic. Marginal victory, Team Soho.

4-4
Cars
Sound
Weapons
Camera
Handling
Shooting
Violence
Graphics

MISSIONS

Pizza delivery, wet jobs, RC missions, boat races, destruction derbys and full scale riots... *Vice City* trumps the linear, repetitive and occasionally flawed tasks of *The Getaway*.

5-4
Cars
Sound
Weapons
Camera
Missions
Handling
Shooting
Violence
Graphics

REALISM

The Getaway is as real as a stone, with poster-perfect London streets and stunning interiors. *Vice City* opts for cartoon chic – which some may prefer.

5-5
Cars
Sound
Weapons
Camera
Missions
Handling
Shooting
Violence
Graphics
Realism

"VICE CITY LETS YOU WHEELIE OVER GANG BOSSES WHILE LISTENING TO LIONEL RICHIE"

HUMOUR

Vice City lets you wheelie over gang bosses while listening to Lionel Richie. *The Getaway* features dubious racism and a sweary script. Rockstar by a mile.

6-5

Cars Handling
Sound Shooting
Weapons Violence
Camera Graphics
Missions Realism
Humour

ATMOSPHERE

Team Soho's game is mightily authentic, with its bustling London streets and sweary, geezer-ish gangsters, but lacks *Vice City*'s vivid sense of attachment or immersion.

9-5

Cars Handling
Sound Shooting
Weapons Violence
Camera Graphics
Missions Realism
Humour
Plot
Fun
Atmosphere

PLOT

The Getaway pretends to be a film, but the banal scripting, unsympathetic characters, linear plot and choppy cutscenes lose out to *Vice City*'s engrossing intrigue. C'mon, Sony, *try*.

7-5

Cars Handling
Sound Shooting
Weapons Violence
Camera Graphics
Missions Realism
Humour
Plot

BEST BIT

Vice City has more highlights than a hairdresser's convention, including slow-mo speedboat leaps to the strains of Jan Hammer. *The Getaway* has two good yardie scenes and a riot. Rockstar, again.

10-5

Cars Handling
Sound Shooting
Weapons Violence
Camera Graphics
Missions Realism
Humour
Plot
Fun
Atmosphere
Best Bit

FUN

Vice City lets you roam around a city nicking fantasy cars to the finest soundtrack in history. *The Getaway* gives you wonky controls, linear missions and The Rage.

8-5

Cars Handling
Sound Shooting
Weapons Violence
Camera Graphics
Missions Realism
Humour
Plot
Fun

WORST BIT

Vice City's Death Row mission – oh c'mon, Lance – is maddening, but nothing compared to the unfairness of *The Getaway*'s good-as-broken stealth missions.

11-5

Cars Handling
Sound Shooting
Weapons Violence
Camera Graphics
Missions Realism
Humour
Plot
Fun
Atmosphere
Best Bit
Worst Bit

PSM2 VERDICT

BRUISED AND BATTERED, THE GANGSTER'S PARADISE NEEDS SOME MIAMI ADVICE.

Vice City literally bleeds love, with over 80 hours of diverse, comical challenges and sheer feelgood tummy rub vibes. In contrast, despite the unarguable technical achievement and momentary flashes of inspiration – nay, genius – *The Getaway* feels stilted, over assuming, and – we can't believe we're saying it – *a tad rushed*. If you've got yourself a copy of Rockstar's gem already, *The Getaway* makes for a gritty complement, but in no way can it be seen as a substitute – unless, of course, you're a frustrated Bethnall boy who refuses to believe there's a world outside E2.

OUT UK NOW

GRAND PRIX CHALLENGE

Beating *Formula One 2002* at its own game? Schu better believe it...

REVIEWER: Ryan Butt

With the sport degenerating into a Ferrari-coloured farce, it's time to inject some much needed excitement back on to the tracks and boy, by Button's conkers, can you do that in *GP Challenge*. Taking Sony's latest *Formula One 2002* as the current benchmark, this game seems to dent it in almost every department – with the exception of the sheer depth in Sony's Simulation mode.

Amazingly enough, *Grand Prix Challenge* has been designed to appeal to both hardcore drivers and newcomers alike, yet even on the novice level, your hands will ache from struggling to keep your car on the Tarmac. In comparison, *Formula One 2002* features an auto-correct steering facility that means you can effortlessly 'tap' your car around a hairpin rather than brake hard, yank

GOOD GRIDDANCE: Practice, warm-up and qualify in order to get a good spot on the starting grid. For a challenge, start at the back...

INFO

- **CODE TESTED**
  PAL UK
- **DEVELOPER**
  Melbourne House
- **PUBLISHER**
  Infogrames
- **GAME TYPE**
  Racing
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-4 players, DualShock, Steering Wheel, Memory Card, MultiTap

DETAILS

- Three different levels of handling to cater for novices and pros
- 22 real life F1 cars and drivers
- 17 licensed tracks
- Five different modes.

PUSH BIG: CPU cars religiously maintain their own racing line, although a quick shunt should 'ease' them out of your path.

PIT YOUR WITS

Rather than just sitting back, flexing your sweaty digits and waiting for the pit crew to get on with fixing your car, you can actually interact and affect their performance to gain valuable seconds..

GO SELECTOR: Choose which aspects of your car you want [illegible] and then comes the fun part

BUTTON PIE: Stop the red bar near the top of the gauge and then the green bar on the line to get the work done quicker

the left-stick to within an inch of its life and pray. We'll let you decide which has the more authentic feel.

INSIGHT

Annoyingly, racing the tracks in Championship mode doesn't unlock them in other modes. You have to endure the Challenges to do that.

There are five modes in the package, although we must give Melbourne House a Way Of The Exploding Fist-style slap for being somewhat cheeky with their make up. Basically, you've got Quick Race, Grand Prix, Championship, Grand Prix Challenge and Time Trial. But Quick Race is no quicker to get into than, say, GP mode and the only real difference is that you have to race two laps less. In fact, four of the modes are more or less the same, with only Championship standing out because it's just that – a gruelling tour of the sport's famous circuits in search of podiums and points.

The front-end of the game is much more inviting than *Formula One 2002*'s dull layout and this extends to the tracks. Each car is detailed, sporting incredible light reflection and particle effects – the best example being when you spin off the track and steer back on with grass smears and grit embedded into your tyres, which then gradually rubs off as you accelerate away. Being an officially licensed product, your car features all the correct sponsorship graphics and performance stats to reflect their real-world counterparts from the 2002 season.

TYRE STARTER: The way the grass and grit sticks to your tyres, then rubs off as you speed away isn't original - but it's well done here.

SMOKING APART: You can almost choke on the smoke omitted from screaming tyres.

CHEVY RACE: The replays are a damn sight more exciting than the real thing.

"THIS NIPPY LITTLE NUMBER HAS MANAGED TO OUT-MANOEUVRE FORMULA ONE 2002"

Before each race gets underway, there are all the usual pre-race options, such as Practice, Qualify and Warm Up, but only die-hard fans would have the enthusiasm to try even one of these before revving up with the rest of the pack.

In fact, you can forget about Practice altogether because if you want to get accustomed to the track, why not just go straight to Warm Up? At least the weather you experience there will be a clear reflection of what it's going to be like in the actual race. As the balance of the game sways more in favour of pure-thrills arcade racing, you don't have to necessarily bother with qualifying to guarantee a podium finish either, as dextrous driving should ensure that you nudge your way into first place by at least the third lap.

Amazing as it seems, this nippy little number has managed to out-manoeuvre *Formula One 2002* on almost every chicane. Sure, it lacks some technical depth, but we're talking features your average gamer would scarcely notice anyway. So a champagne-soaked finish for the underdog and a reminder to the rest that there is no room for complacency in this game. **PSM2**

Grand Prix Challenge is doing a lap of honour around your nearest games store now

SCHU DO YOU THINK YOU ARE? All of the 2002 teams and drivers are represented, including the loveable brothers Schumacher.

SCHU'S CHOICE

1 **GRAND PRIX CHALLENGE**
Lacks the depth of Sony's effort, but it compensates where it matters most - on the track.

2 **FORMULA ONE 2002**
Has everything a die-hard fan could want, although the racing physics feel lighter.

3 **F1 2002**
Accessible, but still too sim-like to just pick up and play.

PSM2 VERDICT

GAMEPLAY
+ Well balanced to cater for experts and novices alike
- Grappling with the controls can be a pain

GRAPHICS
+ Excellent, by far the best we've seen on the F1 circuit
- No slow-down whatsoever, which is quite a feat.

SOUND
+ Suitably meaty engine noises and tyre screams.
- No commentary.

LIFESPAN
+ Winning the Championship on expert is a worthy test.
- All of the other modes are practically the same.

OVERALL
A playable and beautifully realised racer deservedly nudges Sony's high-profile driver into a humbling second place.

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PACED-OUT!

WHEEL THING: Ram another car's front axle and watch their wheels fly.

CRASH IN THE PAN: The crashes are disappointingly scarce, especially given how easily real F1 cars crumple...

OUT UK 7TH MARCH

EYES MATTERS: It's laser trap time. Run like a raccoon if you don't want to see Sly crisped up like a flame-grilled Whopper.

GYM DAVIDSON: Bouncing, flipping and diving are all among Sly's repertoire of abilities. Just sit back and enjoy.

SLY RACCOON

More than just a pretty face? Sony's house-breaking raccoon charms his way to a nimble-fingered debut.

REVIEWER: Martin Kitts

So what species do you think would be the most devious animal of them all? According to developers Sucker Punch, it's neither the cunning fox, nor the wily weasel, nor the filthy rat. For the humble, cuddly raccoon is so adept at nicking stuff, he's developed it into a dark art form, documented in a nefarious tome – the Thievius Raccoonus.

After the priceless volume is stolen by five rivals (the irony!), and torn into five pieces, Sly Raccoon embarks on a quest to recover his legacy. Aided by Bentley, a geeky tortoise with coke-bottle specs and perma-blocked sinuses, Sly takes his fledgling thief skills to the lairs of the master villains in possession of the pages of the book (he'd never nick stuff from ordinary, law-abiding animals, of course), in an audacious take on the concept of work experience. As Sly sneaks through tight security, collecting the clues needed for Bentley to crack the safes containing the pages, he learns new skills that will prove useful for conquering whatever challenge lies just around the corner.

Sly Raccoon (or *Sly Cooper and the Thievius Raccoonus*, to give it its full US title), is a mammal-based platform adventure, with likeable characters and some outstanding graphics. Yes, we've been here before with The Orange One, but, Christ, *just look at it*. The still screenshots might indicate a visual style similar to the cel-shading technique found in everything from *Taz: Wanted* to *Auto Modellista*, but it's actually a lot more subtle when seen in motion. The backgrounds have a solid, stylised look, and the main players fit over the top as seamlessly as characters in a Disney film.

From the opening sequence, in which the credits are overlaid on the screen as you play, it's obvious that this is a game with unusually high production values.

That the actual gameplay – or rather length of it – doesn't quite equal the standard of the presentation is unsurprising, since it's just a familiar platformer at heart. But it's at least a match for most other titles in its field.

"SLY TAKES HIS FLEDGLING THIEF SKILLS TO THE LAIRS OF THE MASTER VILLAINS"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Sucker Punch
- **PUBLISHER** Sony
- **GAME TYPE** Platformer
- **PRICE** £39.99
- **ESSENTIALS** 1-Player, DualShock 2, Memory Card

DETAILS

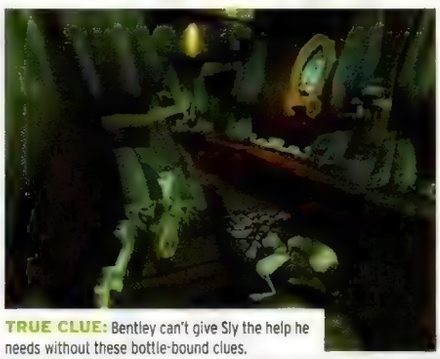
- Learn new thieving abilities as you go.
- Info from the support team back home.
- Replay beaten levels as time trial challenges.

NAIL PORTER: Failure to listen to Bentley's advice means Sly will meet a sticky end somewhere along the line.

RAT BURGLAR: There's a lot of climbing up ropes and shimmying along ledges to be done here.

IMPACT POINT

Sly's a thief, not a fighter, but when called upon to kick some animal butt, he'll happily whip out his whacking stick and get stuck in.



TRUE CLUE: Bentley can't give Sly the help he needs without these bottle-bound clues.

INSIGHT

- US developers Sucker Punch are best remembered for the extremely good N64 platform game *Rocket: Robot on Wheels*, which had a similarly sly ish sense of character.
- Raccoons will eat almost anything, but they have a penchant for peanuts and cat food.

VAN SOLO: This funwagon is home to Sly, Bentley, and a thing that looks horribly like George from Rainbow.

THIEVING GOOD FUN

Stealth isn't the most important thing to bear in mind in this game, despite Sly's sneaky ability to tip-toe past dozy guards. But the light-fingered furball does pick up plenty of extra abilities during his burglary spree, and – beware – he'll need to make the most of them if he's not to become a Cooper cropper.

WHERE'S OTACON?

PAUL MICHAEL LASER:

NO SCOPE:

A CHRISTMAS BARREL:

"IT'S OBVIOUS THAT THIS IS A GAME WITH UNUSUALLY HIGH PRODUCTION VALUES"

Where the game tends to fall down is in its no-nonsense simplicity. It guides you through each of its five main worlds, explaining before and during the action which moves will be required. The amount of assistance may seem excessive, with the result being that if you've ever played a game of this type before (and who hasn't?) you'll rarely find a great deal of challenge here.

There's nowhere near the sort of depth or breadth you'll find in, say, a *Ratchet & Clank*, or even *Jak & Daxter*. Many of Sly's moves seem completely redundant, other than for making things look even slicker as you dive between laser beams and sidle past spotlights.

But, well, we've got to emphasise it again: *Sly Raccoon* just won't last you very long. There *are* replayable sections for the committed, and finding every secret item will require further exploration after the final boss has fallen. But other than the physical dexterity required for some of the trickier sequences, it's dead easy.

It is enjoyable while it lasts, though – the voice acting and absorbing story are fantastic. Take it as an interactive cartoon, with a sweet pile of tempting treats on which to feast your eyes, and you won't be disappointed. PSM2

HOOD'S CHOICE

1. **RATCHET & CLANK** The newcomers on the platforming buddies block.
2. **JAK & DAXTER** Huge, inventive platform adventure with the soon-to-be sequelled duo.
3. **SLY COOPER** Beautifully cel-shaded platform thief-em-up that looks like an interactive cartoon and doesn't play too badly either.

PSM2 VERDICT

GAMEPLAY
+ Minigames and other challenges through the levels.
- Not very hard to beat.

GRAPHICS
+ Very impressive cartoon art style.
- The occasional minor graphical glitch.

SOUND
+ The voices suit the game perfectly.
- Effects can sometimes get lost in the mix.

LIFESPAN
+ Levels can be replayed against the clock.
- This is the problem. It's certainly no epic.

OVERALL

It might not be something you'll be playing for weeks to come, but it's fun while it lasts, and can be *amazing* to look at.

80

IT'S A STEAL

A **Special Edition** from the makers of PlayStation.2 OFFICIAL MAGAZINE-UK

YEARBOOK 2002

MORE PLAYABLE DEMOS THAN ANY OTHER MAG!
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ON SALE 18 DECEMBER

OUT UK now

PREMIER MANAGER

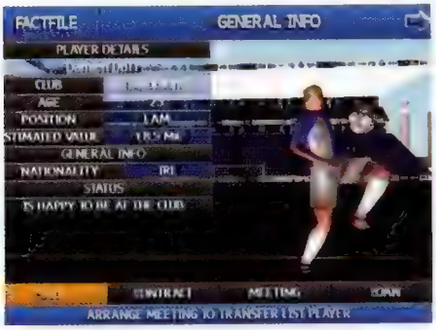
Bin your beta blockers, football management just got a lot less stressful (unless you're Terry Venables).

If, say, *Championship Manager* is like asking Ferguson to show you the managerial ropes straight after his Reds have been gunned down by the Gooners, then *Premier Manager* is like greeting Sir Bobby after that European night in Rotterdam. Warm handshakes, sound advice and a gentle arm of guidance placed firmly around your shoulder.

The easy-to-grasp interface bypasses the immediate complexity thrust in your face by other management games and enables you to breeze effortlessly from dole to dugout in minutes. But it's the face-to-face meeting with your staff that really sets it apart from its peers. You set up meetings with your coaches, your physios, your marketing men and your chairman and can then select from four options of what to say to them. Depending on your mood, you can be easygoing or blunt. You can also callously sack under-performing minions and watch their bottom lips visibly quiver.

It isn't without its faults, though. It is annoying how you have to meet with the same people several times a day (couldn't they spit it all out at the first meeting?) and if you choose the optional 3D match highlights, then you have to chew your lip waiting while each one loads, which totally disrupts the flow of the already tense games.

For beginners, *Premier Manager* is a compelling enough introduction to management games, although it certainly won't help you out in the results department – that has to come from within. And after a refreshingly short time, it will. The boy done good. **PSM2**



LEO PLAYER: Keeping your best players happy is all part of the job, so be ready to lay more cash on the table to keep them sweet.

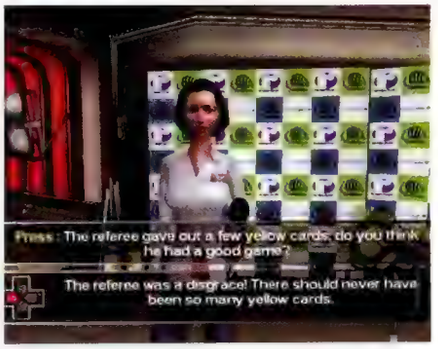
INFO
DEVELOPER
PUBLISHER
GAME TYPE
PRICE

DETAILS

OVERALL
A refreshingly stress-free introduction to football management that puts a more human face on proceedings.

80

TO BE FAIR


Press : The referee gave out a few yellow cards, do you think he had a good game?
The referee was a disgrace! There should never have been so many yellow cards.

PRESS CODE: Dare you face the hacks and speak your mind after a heavy defeat ? It never did Keegan any harm, did it?

DOWN THE MATCH: You can watch the game's highlights as they happen, but it'll take a while to load them in, mind.

OUT UK now

THE POWERPUFF GIRLS

Fighting crime? Trying to save the world? Nope, just following arrows and hitting things.

Funny thing about Games For Kids – when we slate them, we get irate PR people on the phone complaining that *of course* we don't like them because we're a 'hardcore' magazine and *obviously* they aren't designed to appeal to us. Which is strange, because we used to be kids, and we can't ever remember liking shoddy, dumbed-down, ill-conceived cash-ins.

The Powerpuff Girls is dreadful. Oh, the story's all right – it even seems to have the right voices and everything. And it lets you swap between the three girls to use their 'different' abilities. But this is what you do – get a mission, follow the arrow, then either collect something or beat it up. Fighting's a case of 'locking on' with R1, then hammering the punch button. There're special moves, but they're barely distinguishable from the basic slap. What about those Manga-in-motion moments where the girls punch bad guys with speed-lines flaring in the background? What about the bits where the girls move *fast*, rather than chugging along picking up bags at a speed that'd hardly test the turning circle of the QE2?

The graphics are passable, but there's none of the sherbert-fuelled overkill that makes it such a brain-rush on Saturday mornings. Navigation's pleasantly simple, but fighting and racing around are tedious. For Christ's sake, it hasn't even got the theme tune right. We can't think of a reason in the world why you'd want to buy it. But then, maybe kids are different these days. **PSM2**

PUFF 'N' READY: Hitting R1 screeches the girls around Townsville at moderate speed for the checkpoint sections.

INFO
DEVELOPER
PUBLISHER
GAME TYPE
PRICE

DETAILS

OVERALL
Nice rendition of the show's visual style, absolutely terrible everything else. No challenge at all, unless you're a drooling toddler.

29

PUFF BADDY

PUFF GET GOING: True to form, the mayor's lovely assistant never shows her face – however much you fly round her.

BUBBLES AND STRIFE: Vials of Fluid X – see one down the bottom there? – charge up the girls' special abilities.

SIM LIKE IT HOT: Do well and you get a jacuzzi and friends – it's materialist propaganda.

OUT UK 17TH JANUARY

THE SIMS

Twelve cups of espresso, no sleep and lots of dancing – all in a day's work for the PSM2 family.

REVIEWER: Joel Snape

FAT BOY SIM: Marcus, getting overexcited, fails to put in the flirtatious groundwork before lunging in for a snog. He is rebuffed.

Day 38 in the PSM2 house: Esther's asleep on the floor, Marcus is feeling a little amorous and Dan's flirting with the neighbours. Again. Yes, it's *The Sims* – the game that convinced a million PC owners to swap real life for virtual soap opera, aiming to do the same on PS2. And what better way to create a family we'd all nurture and care for than, um, put ourselves in it?

DAY ONE

10:01 Everyone enters the house – for the sake of a quick start, we've evicted the preset Newbie family from their fairly basic home. Marcus, being friendly, TALKS, JOKES with and COMPLIMENTS Dan. Their Social levels rocket.

10:16 Marcus tries to give Dan a BACKRUB. Dan leaves abruptly.

10:18 Marcus COMPLIMENTS Esther, then tries to give her a BACKRUB. Esther leaves. Joel goes for a shower, sending his Hygiene level up.

11:02 Dan answers the phone – his Tuna Casserole's just won $100 in a competition. He celebrates by microwaving himself a pizza.

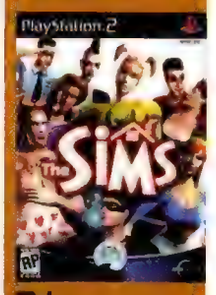
11:17 Joel buys himself a basketball hoop and some party balloons.

11:32 Dan picks up the paper. It's advertising a job as a Subway Musician – though at $90 a day, it'll take a while before he can buy the Hot Tub the house needs. He takes it.

12:22 The Goth family drop round for a visit. Marcus asks the husband to LEAVE. Joel

INFO

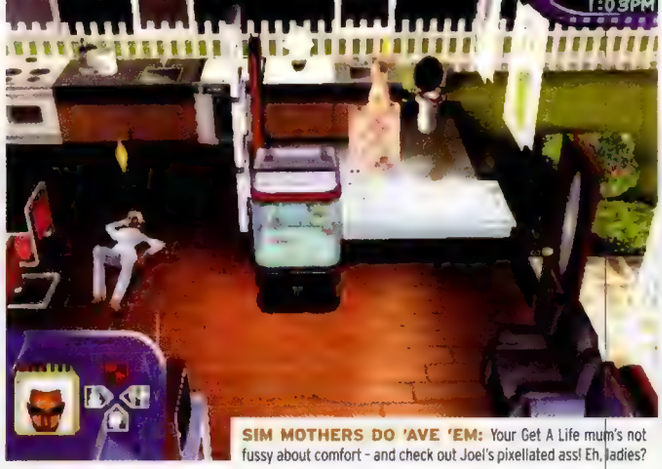
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Maxis/Edge Of Reality
- **PUBLISHER** Electronic Arts
- **GAME TYPE** Sim
- **PRICE** £39.99
- **ESSENTIALS** 1-2 players, DualShock, Memory Card



DETAILS

- Mission-based 'Get A Life' mode.
- PS2-exclusive furniture and characters.
- Two-player mode.

IMPACT POINT



SIM MOTHERS DO 'AVE 'EM: Your Get A Life mum's not fussy about comfort – and check out Joel's pixellated ass! Eh, ladies?

ENTERTAINS Bella, then tries to DANCE with her. She is unimpressed; he asks her to LEAVE.

1:56 Dan's Bladder, Hygiene and Comfort functions have hit rock bottom – he cries all the way up the path to the car that's come to pick him up for work.

2:04 Joel plays in the fountain and looks at flamingos. Marcus waters the garden.

3:56 Realise that there aren't enough beds – buy two more.

4:04 Esther can't get to the toilet because of the position of one of the new beds. She wets herself and cries. We sell the bed.

6:45 Marcus cleans up Esther's mess. Joel turns on the radio and dances to Bluegrass music.

7:55 Marcus rings Bella and invites her over. Joel then asks her to LEAVE, and watches horror films on TV. His Fun level goes up.

10:33 Dan arrives home from work. Everyone has gone to bed, so Dan wanders around without anywhere to sleep.

1:00 Dan collapses. End of day one.

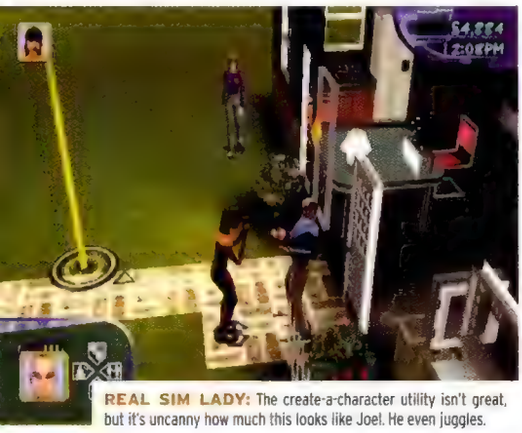
INSIGHT

If you're really desperate, it's possible to kill your Sims – just wall them up where they can't get to the fridge, tell them to fix a dodgy telly with no electrical experience, or take the swimming pool ladder away when they go for a dip...

GOOD NEIGHBOURS

That's *The Sims* in a nutshell – great because it deals with the minutiae of daily life, even more great because it spices things up to Hollyoaks intensity. Effectively, you're the social skills and ambition of a tiny set of people. Without you, they'll live, but it'll be a lonely life full of microwaved food, unemployment and Dickensian squalor – ending in a spectacularly ill-advised attempt to fix the TV. With you, they'll read books about TV repair, flush the toilet, climb the promotion ladder and even have kids. The control system's a joy to navigate – clicking on an object brings up a menu of possible 'interactions', while the most essential menus and stats are easily accessible via the D-pad.

The other major change for PS2 is the graphics – the isometric perspective remains, but rather than being restricted to four angles, you can rotate the camera or zoom in and out. There's also a new mission-based game mode for those who can't handle open-ended meandering. 'Get A Life' is a brutal introduction to *The Sims*, putting you in a house with a mum who leaves dishes everywhere, soils herself, plays rap music when you're asleep and refuses to do any cleaning. It's tough for a beginner even to keep up their Fun and Comfort levels, let alone do the required missions (Get A Job, Borrow $800 From Mom) to earn furniture for the main game. There's even a two-player mode, where you compete for popularity. Smart touches, but if you're the sort of gamer who demands rules and structure, you'd be better off elsewhere. If flirting with married couples and getting a jukebox sounds like your thing, welcome to the neighbourhood. **PSM2**



REAL SIM LADY: The create-a-character utility isn't great, but it's uncanny how much this looks like Joel. He even juggles.

URINE FOR IT NOW: If your sim starts wailing, consult their speech bubble to see what's up.

SIM-ULTANEOUS ACTION

Knowing what competition-hungry – and social – beasts we PS2 owners are, Maxis have thoughtfully included Co-op and Competition modes. In the latter, you're competing for the love of others at breakneck speed. It's a bit like Bath's ever-popular Delfter Krug bar.

CON STEP BEYOND:

HUGS BUNNY:

ZEUS' CHOICE

1 **THE SIMS** Encourage tiny people to bathe, work and chat up their tiny neighbours.

2 **DARK CLOUD** Make a tiny village, and chat to tiny men with huge beards.

3 **THEME PARK WORLD** Make a tiny roller-coaster, fix all the tiny slot machines, and oversalt the tiny, tiny fries.

PSM2 VERDICT

GAMEPLAY
+ Perfect fun for people who're sick of all the killing
- Performing menial tasks for 'messy' Sims gets a bit tedious

GRAPHICS
+ Nice animation details – an improvement on the PC version.
- Functional – and we couldn't find Milf's haircut anywhere.

SOUND
+ Huge catalogue of trumpets to indicate events.
- Dan's crying and shouting grates after a while

LIFESPAN
+ In theory, infinite.
- Lacks the PC version's 'patch' appeal.

OVERALL
Ancient on PC but something new for PS2 – *The Sims* is a welcome antidote to violence with genuine effort put into the conversion.

85

SIM-PLY LUSH

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** 7 Studios
- **PUBLISHER** Midway
- **GAME TYPE** Action Strategy
- **PRICE** £49.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS
- There are ten planets and moons between you and the final showdown back on Earth.
- Six different ships to pilot, each with unique weapons.

OUT UK now

DEFENDER

Blessed Defence? We wouldn't go that far – but this *is* a first-class update of the old-skool classic.

REVIEWER: Jonnie Bryant

Anyone who set down here last month for our preview will already know how we feel about this re-imaging of the old 2D arcade cabinet. We loved *Defender* all the way back then, and now, thanks to 7 Studios' thruster-worthy update, we're loving it all over again.

It's the combination of fire button molestation and tactical planning that makes this a winner in our books. When you start out, it's all about beating anything you encounter with the largest stick possible. Three missions in and you're nursing lost flocks of colonists as they dangle from your ship like hungry space piglets. Make it all the way back to Mars and you're screaming about trying to eradicate entrenched Manti forces while juggling unit production. All this from the cockpit of just six different attack craft? How the hell have they pulled that off?

Glad you asked. Your ship has got four different slots for weapons (nothing new there) but it's also got the ability – and here's the money shot – to pick... things... up. Incredible we know, but it's how the coders have utilised this action that's really earned our respect. Hook up colonists and you can drop them off at factories and convert their labour into angry gangs of missile launchers or tanks. Or, if you fancy, you can place power packs to charge up anti-UFO gun turrets. It may not sound like a great deal, but blend this with your commanders constantly giving mission updates and you're facing 30+ levels of thumb and brain stretching fun.

That said, we're still having trouble getting our heads round some of the collision weirdness that occurs whenever you close in on the walls. Seeing a wing vanish into the stonework, or having your nose-cone bounce unconvincingly off obstacles instantly shatters any illusions. Also, the quick flick acrobatics (barrel rolls and loops all off the left analogue stick) just don't look that convincing – although they do get you out of trouble sharpish.

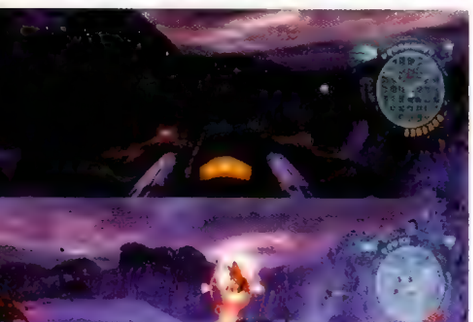
A third negative turns up with a jaw-knotting frustration level caused by the more fraught levels. Where you were once allowed to get your space base in order before being given the next objective, with the later missions you're zipping through shitstorms, unsure whether you're doing enough to complete the level. There's no doubt it does stir up memories of arcade screens loaded with swarming units, but it also slashes on any tactical considerations from a great height.

Even with this lot weighted against the game, there's still enough substance to pull in both shooter and RTS fans alike. Which is just what we're after at a time when these genres are starting to show their age. Perhaps we're looking at a new amalgamation of form that will bring the best of both together in one huge, bloody ruck... If that's the case, then *Defender*'s the first bold step down a refreshingly different path. **PSM2**

Next time you're out buying games, stop and listen... to the silence that's preceding the clash of Defender and BEA goosing the gods of war.

DEFENDER VS BATTLE ENGINE AQUILA

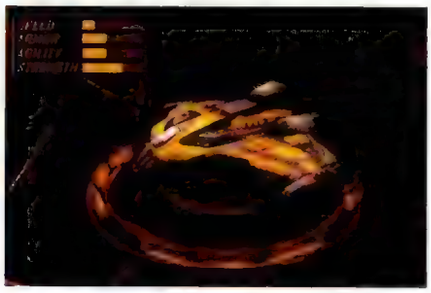
"WHEN YOU START, IT'S ALL ABOUT BEATING ANYTHING YOU ENCOUNTER WITH THE LARGEST STICK POSSIBLE"



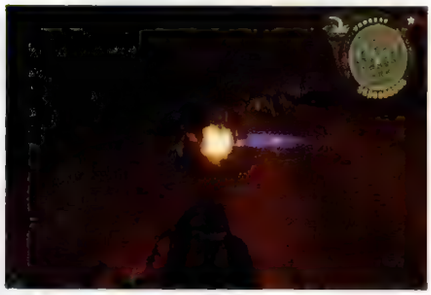
TWO KEEPER: The two-player mode may slow things down a bit, but the satisfaction of double teaming the Manti's still great.

INSIGHT
- The original arcade cabinet arrived on the scene back in 1980. It was the first game to utilise a play area that was larger than the screen itself, and it had a resolution of just 360x240 pixels (the PS2 now runs at 640x480). That said, it still whipped along at a healthy 60fps.

MERCHANT TANKER: Trading colonists for lumps of artillery is a smart feature that adds depth to the gunplay.



CASH INFECTION: You earn credits through kill bonuses. So wiping out Manti allows you to buy cool weapons and extra lives.



RED SAID FRED: By the time you get to Mars, things are super heated to the detriment of all tactical concerns.

OVERALL
Solid, frantic and ponderous, AND another quality resurrection that takes all those fond memories and builds a shrine to them.

76

LOCKED DOWN

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Lost Toys
- **PUBLISHER** Infogrames
- **GAME TYPE** Action Strategy
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2

DETAILS

- 43 missions covering a varying degree of difficulty and plot line.
- Three two-player modes.
- Hundreds of military units on screen simultaneously.

OUT UK now

BATTLE ENGINE AQUILA

Lost Toys create the mother of all-terrain vehicles.

REVIEWER: Jonnie Bryant

Drop zones don't come much hotter than this. No sooner do you get comfortable behind the controls than 'the enemy' curls out a long one and lobs it into the nearest fan. Troops begin landing on the beach, bombers are approaching from the west, fighters are buzzing your base... Just add firepower, and you're looking at a scene straight out of Starship Troopers – minus the bugs. It's enough to turn lesser men into cartwheeling shrapnel, but you're sitting inside the most powerful unit on the battlefield. Lucky you.

MAIN FEATURES: Target landers and factories first, and you'll seriously hamper the enemy's chances.

INSIGHT

- In a recent PSM2 interview with Lost Toys supremo, Jeremy Longley, he let slip that hidden away among the bonus unlockables was a brand new game mode for the player to discover. Kicker is, it apparently doesn't give you a chance to swap sides and play as the evil Muspell.

It takes a bit of orientation, a few minutes devoted to getting used to the basics of walking/flying – yes, the Battle Engine's a convertible – but as soon as you do, the amount of firepower you're rewarded with is hugely satisfying. ShhhhPOW! – enemy tanks catch like whisky-doused socks. ZoooooSCHWANG! – landing craft slowly tumble like burning bricks...

You've got three weapon slots on the hull and each one holds another hot poker for enemy jacksies. Grenades, plasma cannons, quick fire Vulcan rifles... It culminates in a wide spectrum of disaster, especially when you tailor both the weapon sets and the skills of your wingmen to specific missions.

One operation saw us opting for immediate aerial superiority. First we selected Major Lorenzo – taking down airborne targets is his forte – then we made sure we packed the mini missiles off the weapons rosta. And, even though the game doesn't have the D-pad tactical concerns of *Starfighter*, it does offer a decent spread of options once you're out in the field.

Then there's the two-player that breaks up the Muspell batterage by allowing you to rage against, or alongside, a friend. So, all in all, loads of gunplay plus some strategic thinking, but is it enough to distinguish itself against *Defender*? Well, that would be letting the mood cat out of the duffle bag way to soon. Get over to War Rabies right now for the full breakdown. PSM2

turning the s... and Defender fight...

OVERALL

Masterful looks, with skies full of fire. Yet, it all fails to distract from a mission structure that soon becomes repetitive.

78

ENGINEERED

WAR RABIES...

No trench foot here, just planets covered with house-sized craters, and our two behemoths punching it out in orbit. But which of these two will trash compact the other?

ROUND 1: GAMEPLAY

■ The weight and momentum of the battle engines in, um, *Battle Engine* 'feel' just right, while *Defender* matches those sharper physics by having a stable of six very different craft to choose between. **1-1**

ROUND 2: TACTICS

■ Lots of stuff to nuke with *BEA* but your only real tactic is to hang behind or push the frontline. Midway's title allows you to pick up and place units to create firewalls against attack. **1-2**

ROUND 3: GRAPHICS

■ No two ways about it. *Battle Engine's* got the looks right down to spring loaded troopers that spin out when you blow them up. *Defender* still looks tight, but finds itself fumbling for ammo. **2-2**

ROUND 4: LIFESPAN

■ Forty-three missions plus stacks of hidden modes and artwork to unlock with *BEA*. Conversely, *Defender's* six ships mix the difficulty settings across its 30+ levels. Close call, but *BEA* shoots first. **3-2**

ROUND 5: REPLAY VALUE

■ The Evo level system that Lost Toys have used means that you're always tempted to go back to *Aquila*. With *Defender*, however, it's simply a case of succeed or die, which tends to lessen the temptation to return. **4-2**

ROUND 6: SOUND

■ There's absolutely no distinction to be made on the effects front, but *Battle Engine* switches from sweeping film scores to funky break beats, while *Defender* just edges it with its relentless, adrenalizing techno. **4-4**

ROUND 7: UNIT AI

■ Units from both wake up and realise you're there as soon as you arrive on screen. Which leaves *Defender's* swarm mechanics to slug it out with the sheer numbers of *BEA*. It's a forgone conclusion really... **5-4**

ROUND 8: MULTIPLAYER

■ Another close call as both games offer head-to-head and co-op modes while also showing framerate strain whenever the half screens get busy. Ultimately OK, but not as good as they could have been. **6-5**

ROUND 9: MISSION VARIANCE

■ Neither game strays from the tried and tested 'attack this, defend that, escort the other'. However, *BEA's* water levels do bring something a little new to the party. **7-5**

ROUND 10: WEAPONS

■ We've had a bundle of fun with *Battle Engine's* chargeable weapons that allow you to increase firepower, but the huge spread of missiles and specials in *Defender* make it shine through. **7-6**

THE WINNER

■ The Engine that has *Battle* and *Aquila* daubed either side of it. A light squeak, but it eventually comes down to *Defender* having more faults within its solid coding.

OUT UK now

STAR WARS: BOUNTY HUNTER

"YOU'RE JANGO FETT IN HIS PRE-TEMPLATE-FOR-THE-CLONE ARMY DAYS"

A taste of paradise, or a load of old coconuts? See what we've done there?

REVIEWER: Joel Snape

Some games live or die on their sense of realism. Some rely on astonishing AI, or amazing graphics, or original ideas. But often, the best ones work simply because they capture that elusive feeling of being The Man – an invincible death-maestro who dances past bullets and deals out pain like a shaky-palmed dentist. And *Bounty Hunter*'s one of them.

So – you're Jango Fett in his pre-baby, pre-template-for-the-clone army days. You're hunting down a Mandalorian called Mondross to cement your rep as the best bounty hunter in the galaxy. You've got a whole swathe of abilities to deal with – flying, tying people up, shooting things – and the essence of the game's using them in concert to leap, twirl and shoot yourself witless.

This sort of gameplay demands a comprehensive but intuitive control system, and on this point *Bounty Hunter* certainly delivers. Movement's on the left stick, but hold down R1 as you fire and Jango locks on to any nearby enemies, leaving you free to run, somersault, roll and fly around as he pours on the neon death from both blasters. Clinging to – or leaping from – ladders and ledges is easy. Flying's a simple matter of holding L1 to rise and steer around. Your dual blasters and flamethrower never run out of ammo, and your jetpack recharges in seconds – no worries about hoarding kit essential for the next section. Jango can commandeer turrets, take people out stealth-style with a dartcaster, even tie people up and Judo chop them in the carotids. All of which means you do feel like The Man – *nothing* beats swooping past a crowd of enemies and unleashing a homing rocket while lasers vwoosh past your head.

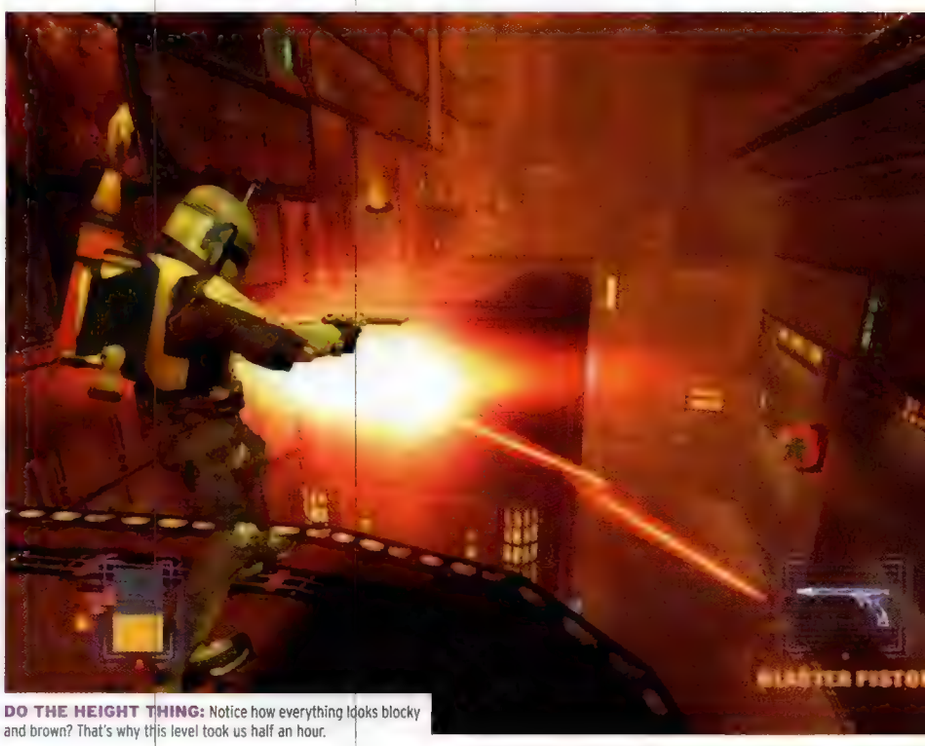
TUSCAN THRILLA: The Naboo levels feature Luke's grunting nemeses – not as threatening as we remember them, mind.

The camera's less forgiving, however. It swerves, judders, hovers at a vantage point *slightly* too high to see what's going on, occasionally gets completely obscured by your own metal-clad ass – in short, it causes more Jango-death than Mace Windu in a strop. There's a look-around option, of course, but that means standing still, and standing still means getting clouted by some of those respawning bad guys. The effect's worsened by repetitive backgrounds – when every conveyor belt in a 360° arc looks exactly the same, navigation's a chore.

"JANGO CAN COMANDEER TURRETS, TAKE PEOPLE OUT STEALTH-STYLE WITH A DARTCASTER, EVEN TIE PEOPLE UP AND JUDO CHOP THEM IN THE CAROTIDS"

Some sections rely on nothing more elaborate than going up to every single door – tiny green/red lights being the only way to distinguish between locked and unlocked – while shooting an unending cavalcade of Greedo clones. Don't worry about health too much, though – most dead enemies drop Bacta Fluid Vials, and you've got five continues on every level anyway. Then there're the – *tch* – bounties.

Each level features a collection of goons that earn extra points and 'bonus material' for bringing them in alive. The collection process ▶



DO THE HEIGHT THING: Notice how everything looks blocky and brown? That's why this level took us half an hour.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  LucasArts
- **PUBLISHER**
  Activision
- **GAME TYPE**
  Action Adventure
- **PRICE**
  £39.99
- **EXTRAS**
  One player, DualShock, Memory Card

DETAILS

- 18 levels set across six worlds.
- 11 weapons, including dartcasters and flamethrowers.
- Jet pack flight.
- Voiceovers by Temeura Morrison – the 'real' Jango Fett.

YOU'VE BEEN JANGO'D

JANGO CHUTNEY: You'll even find out why he decided to have a child. But, sadly, not why he decided to call him Bobo.

IMPACT POINT

[redacted]

DINO DE LAURENTIIS: This is rumoured to be one of the beasts you'll be seeing in Episode 3. It looks a lot like a T-rex.

HELLO, KITTY! And this is a Neeka, as seen fighting the lovely princess Padme in the colosseum bit.

runs like this: see a potential target, switch to your ID Scanner (↑), hold R2, get them in the sight, press ○ to 'acquire' them, switch to your Gauntlet Whipcord, shoot them, run up to them and press △.

To do that ten times in every level, trying to work out who you're supposed to be capturing from a generic crowd of people who're all shooting at you, well, your lust for concept art would have to verge on the frightening.

And that's it. Gameplay-wise, *Bounty Hunter* feels most like *Tomb Raider* with higher jumps, more shooting and no puzzles. There's the occasional switch to prod or metal grate to cut through, but it's essentially fairly linear in the way it demands you tackle puzzles. Case in point – you're pursuing tubsy informant Jervis Gloom across Coruscant. With some astute dodging and a bit of jetpackery, it's entirely possible to avoid combat with his goons and overtake him – but he doesn't react to being hit with your rope-line until he reaches a certain point in the level. It's a little thing, but it breaks the veneer of believability that's making you feel like a feared bounty hunter. Though characters shout and whine ("I'm on fire!" No, really?), there's no real semblance of intelligence among them – tagged bounties often just stand around like sheep when you're obviously after them.

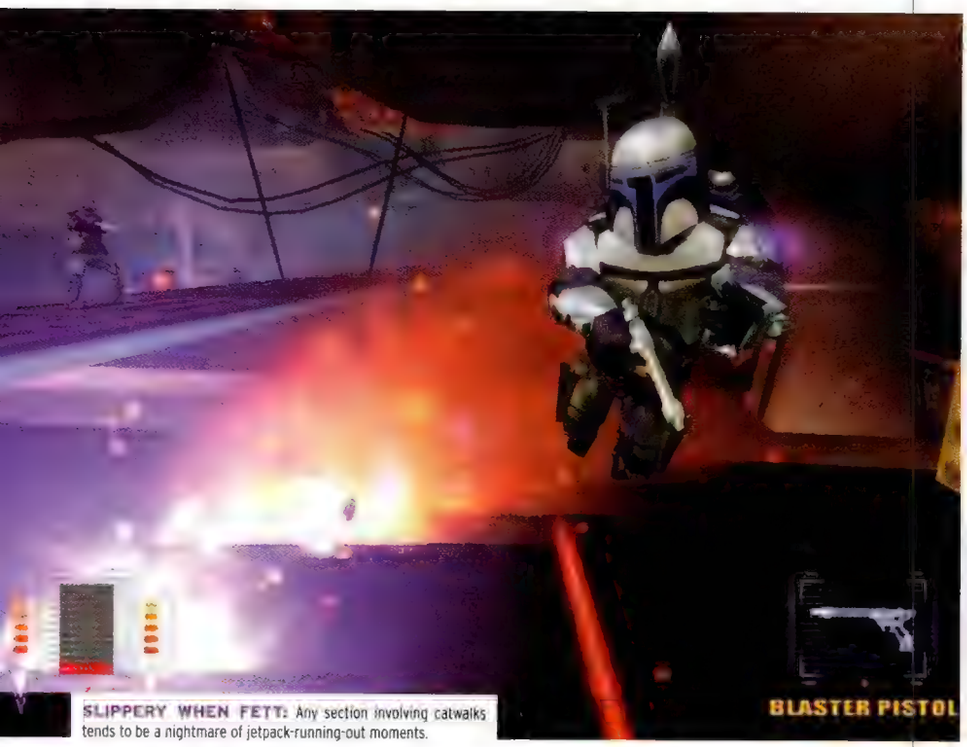
"GAMEPLAY-WISE, BOUNTY HUNTER FEELS MOST LIKE TOMB RAIDER WITH HIGHER JUMPS"

FETT FETT FETT: Hey, if Marti Pellow can do it... anyway, here's a typically grey scene of people shooting inaccurately on a rooftop.

Unreliable graphics don't help – scarcely a minute goes by without Jango 'clinging' to thin air or partly disappearing into the air vent he's crawling through. It's a sensation somewhat similar to Activision's *Spider-Man* – the moments when you're zooming gleefully around dishing out hot laser death can't *quite* make up for the

ART OF THE MATTER: If you want to read the Dark Horse comic, you could always buy it, rather than exchange your sanity for it.

FETT EASTON ELLIS: Despite your headset's protests, it's all too easy to murder everybody in the level and forget the stealth.



SLIPPERY WHEN FETT: Any section involving catwalks tends to be a nightmare of jetpack-running-out moments.

SCUM AND VILLAINY

Flicking through Jango's array of weaponry's impressively simple – ⊙ brings up an *MGS2*-style action-pausing menu, while the D-pad rifles through guns for swifter movement. Locking ons similarly simple, with ⊡ providing your manual aim – which is handy for taking out those explosive barrels, civilians and squealing R2 units.

BANG TOUGH: Jango's backpack does an entertaining whoosh when it launches rockets.

FETT FOR ANYTHING: Some sections let you commandeer turrets – but it does make you a bit of a sitting duck.

YOU'VE BEEN FLAMED: It's all too tempting to roast your counties.

"WITH A BIT MORE ATTENTION TO DETAIL, THIS'D BE HAPPY HUNTING FOR ANYONE WITH THE VAGUEST INTEREST IN STAR WARS"

sluggish periods of trying to work out which of the doors are unlocked.

One-note action – because no, pressing the occasional switch doesn't constitute 'exploration' – *can* work, but it has to be relentless and it has to be done with style. *Devil May Cry* never really lets up, constantly surprising you with new bad guys and new attack patterns, and it's fantastic. In *Bounty Hunter*, victory usually comes from strafing about and doing the occasional side-somersault. Opportunities are missed – fighting against the sole dark Jedi's disappointing, and you don't get to pilot Slave One. With a bit more attention to detail, this'd be happy hunting for anyone with the vaguest interest in Star Wars. As it is, it's probably only worthwhile for people who once made a perfect Mandalorian helmet out of a cereal packet. **PSM2**

Bounty Hunter's *already in the shops*

CITY IN PINK: Coruscant's the most visually pleasing level, with all its lovely neon effects.

DOOKU'S CHOICE

1 **DEVIL MAY CRY**
As handgun toting mercenaries go, they don't come more stylish than Dante.

2 **MAX PAYNE**
Endless shootery and shameless thievery of the bullet time idea make for one-dimensional, adrenalising action.

3 **STAR WARS BOUNTY HUNTER**
Without the Star Wars link, you'd barely look twice...

PSM2 VERDICT

GAMEPLAY
+ Occasional moments of laser-heavy glory
- Interspersed with lengthy, tedious bits of running about

GRAPHICS
+ Coruscant's pleasant, what with all the big neon signs.
- Unforgivably temperamental cameras. Drab textures.

SOUND
+ Emotively context-sensitive Star Wars orchestral score.
- Repetitive bleats from the folk you're gunning down.

LIFESPAN
+ 18 reasonably tough levels to slog through. Getting lost a lot
- Collecting all the bounties? You'd have to be *insane*.

OVERALL
If you weren't Jango, you'd be hard-pressed to care, and even playing the galaxy's hardest mercenary is tedious when the camera won't sit still.

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UN-WANTED

DULL STEAM AHEAD
The races are slow, tedious and very repetitive. Not good for a driving game.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Terminal Reality
- **PUBLISHER** Take 2 Interactive
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 players, DualShock 2, Memory Card

DETAILS
- Four different modes: Quick Race, Time Attack, Free Roam and Career.
- 71 different vehicles to buy, all of which can be fully customised.
- New missions to undertake.

OUT UK NOW

4X4 EVOLUTION 2

Like stool trails to a lavatory pan, the mud that stuck fast to the original has proved too hard to shift.

REVIEWER: Ryan Butt

Fair play to Terminal Reality. They truly believe that Sports Utility Vehicles (SUVs) are the way forward and that the world is wrong to dismiss them. When we ran the first *4X4 Evolution* game off the road with our scathing criticism and then roasted marshmallows on the burning wreckage, they stuck their fingers in their ears and produced a sequel which is pretty much identical.

venturing off the beaten track and cutting a few corners. But despite racing the perfect lap, cutting every corner and seemingly surging on to an insurmountable lead, if you so much as skid on a grain of gravel, your CPU opponents will be past you in a flash. Stranger still is the fact that you can plough into lampposts and roll into ravines, yet still catch up with the pack within the same lap.

To inject some much-needed diversity into the proceedings, Terminal Reality have thrown a mission structure into the Career mode to provide a welcome distraction to the monotony. This is initially impressive, with a big *Smuggler's Run*-style 'drive anywhere' terrain to negotiate. However, all the missions are childishly basic and involve little more than lumbering to a set destination on the map to complete your goal. Very dull, but it gets worse. You constantly find yourself having to pause the action and consult the level map just to get your bearings, or having to tap the START button to reset your vehicle after getting wedged in some scenery. *Smuggler's Run* was basic, but at least the scenery was solid.

Another wretched excuse for a racing game that nobody – and we'll repeat this for those in denial – NOBODY, cares about. PSM2

INSIGHT

Not even the GT-style garage can stir any interest in this game because there's just no point to it whatsoever. Why, for example, would you want to spend $1000 on the Simpson Racing Gear (helmet, gloves, racing suit) when you can never see your driver wearing it?

"ALL THE ORIGINAL PITFALLS RETURN TO HAMPER YOUR ENJOYMENT"

While boasting slightly more variety in terms of modes, *4X4 Evolution 2* is still hopelessly sloppy to play. All the original pitfalls return to hamper your enjoyment – slow vehicles, bad physics, grotty graphics and infuriatingly one-sided races that will always favour the CPU drones, no matter how accomplished a driver you overcome the game's shortcomings to become.

In Career mode, you once again start by blowing your budget on one of nine different makes of SUV and must then acquire cash to buy slightly better machines and kit to customise them via a series of excruciatingly boring races.

As your vehicle is equipped to handle any type of terrain, finishing first is often achieved by

IMPLAUSIBLE MISSION: A new mission structure is in place as an alternative to racing – the problem is they're all rotten...

MUCKER'S CHOICE

1 **GT3: A-SPEC** The most expertly-realised, precise and polished racing game ever made.

2 **SMUGGLER'S RUN 2** Fast, vast and – yes – pretty addictive, albeit for about half an hour.

3 **4X4 EVOLUTION 2** Lumbering, stalling, rolling and, finally, sinking without trace into a stagnant cess pool. No more. Ever. Y'hear?

PSM2 VERDICT

GAMEPLAY
+ The missions provide welcome scope
- The races lack any intensity whatsoever

GRAPHICS
+ The actual cars are OK...
- Everything else is just plain horrible

SOUND
+ A vaguely passable soundtrack.
- Wasp in a jam jar effects

LIFESPAN
+ There is undoubtedly much to conquer here.
- The trouble is, you'll never stick it out.

OVERALL
A jerky, coasting monstrosity of a game that no racing fan, no matter how fanatical, could ever like. Steer well clear.

36

OFFTRACK

OUT UK 10TH JANUARY

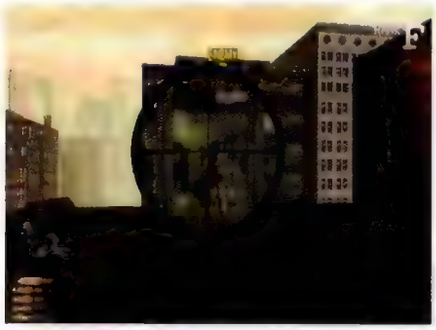
SILENT SCOPE 3

Silent but deadly? Well, apart from the bloke yelling instructions in your ear...

Everybody knows *Silent Scope*, don't they? "Calm down." "Hurry up." "You shot a civilian!" "At last I can tell you... I love you." Eh? Actually, the last one is an attempt at humour for the new version. But anyway.

You know the drill, then – shoot ski-masked terrorists, ogle pretty ladies in the health-recovery system, wince as another idiot hostage sprints through your sights. We're not going to bother going on about how it doesn't work quite as well without a clunking great rifle to shoulder, because we've done that before. We're not going to whinge about how it's farcically short because that's sort of the point of arcade conversions. What we *will* say is that Konami've had the decency to include a whole new set of missions, a few of them painfully tough, others containing variations on long-running snipery themes. Arcade mode, while not particularly challenging, has multiple paths to explore, and bad guys vary the position they appear in – preventing *Time Crisis*-style familiarity. Even the time/health bars have been cunningly amalgamated into one frustration-easing device.

Silent Scope 3, then – another decent version of a game format that's getting pretty tired now, with a bit of extra stuff that still isn't worth it. Until Konami start including *Point Blank*-style comedy skill-tests, we're holding out for that shoulder-breaking PSG-1 peripheral. **PSM2**



For the A and S ranks, you'll need to spot enemies without relying on the friendly green indicators.

INFO

- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**
- **PRICE**

DETAILS

- 14 coin-op stages.
- Shooting range missions.
- Eight new *Silent Scope 3* missions for PS2.

OVERALL

If you bought this, instead of, say, renting it and seeing everything it has to offer in four hours, then we'd be worried. So don't.

54

OFF-TARGET

So he's driving a tank. It can jump. And it's *invisible*. Well, the bosses are certainly challenging...

Lots of missions tend to emphasise 'leading' targets, whether it's you or them moving. An acquired skill.

Compatible with
SONY PLAYSTATION 2
Can be used with all current and upcoming Playstation 2 racing titles
RaceStation
This deluxe racing simulator is designed by a racing driver, and made from the highest quality components, including FIA approved seat and Logitech Force Feedback Steering Wheel.
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INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- 101 witches' and wizards' cards to collect.
- Magical items including luminous balloons, stink pellets and health vials.
- All the main players, and enough sound-a-likes to keep the film-only fans chipper.

OUT UK now

HARRY POTTER AND THE CHAMBER OF SECRETS

No biscuit game for this boarder as somehow EA muggle through. **REVIEWER:** Jonnie Bryant

Potter can do little wrong at the moment. He's the head boy with a report card daubed with A-plusses. Conversely, look at *Potter* the game and it all turns dorm snitch, as once again EA hand over a boxed copy for review a month after release. To their credit it's not because they're trying to sneak out a shocking piece of code. No, this time it's down to the dictatorial control movie companies hold over their licences. Which, frankly, is a shit state of affairs, especially when the game itself is actually half decent.

While following a novel/cinematic plot obviously results in a linear style of play, EA have done their best to show us that they care about Mr Potter's wonderful world. Levels are sizable and wanderlust is definitely smiled upon.

As for controls, their initial simplicity is deceptive as things soon branch out with environments demanding greater interaction. At one point, in Diagon Alley, Harry's called upon to sneak past the The Magical Menagerie. The camera slides back to a 'top down' perspective and you're instructed that pressing ⊗ will now allow you to flatten yourself against bookcases – cue some sub-Snake manoeuvres. So, while you do feel you're always moving forward, you're never quite sure what you'll have to do next.

It's also pointy hats off to the EA coders for the spell casting. In any title less wizardy this would have been a simple matter of choosing a spell and casting until your 'hoodoo juice' runs out. Here, it's a quest to fill your Standard Book of Spells before perfecting a casting 'sweet spot' by holding on to ⊗ for as long as you dare. Overdo it and your hex will splutter out.

Which is where this version of *Potter* really triumphs. From stuffing your pockets with Every Flavour Beans to being lulled by the chiselled vowels of Stephen Fry, it's all very... well, Potter. So, yes the programmers have done JK Rowling's creation justice, but no, they haven't done anything that'll cast a spell on gamers. **PSM2**

Sweeping up in a store near you now.

WIZNESS CENTRE: Once at Hogwarts, you can visit the elder Weasley brothers' shop to stock up on special items.

INSIGHT

- The third cinematic outing for Harry Potter will be a different creature entirely, as a result of the death of Richard Harris and the stepping down of director Chris Columbus. It'll still gross millions, though. The game won't do too badly either...

SUPRENDO'S CHOICE

1. **KINGDOM HEARTS** Enchanting crossover that takes apart both Square and Disney and mashes them into a greater whole.
2. **SUMMONER 2** Realtime spell-casting minus the smell of fresh linseed on a Nimbus 3000.
3. **HARRY POTTER AND THE CHAMBER OF SECRETS** A good looking game that'll satisfy Potter fans and gamers for a short time.

PSM2 VERDICT

GAMEPLAY
+ Environments make the most of Harry's simple actions.
- Loads of wide open spaces with not a great deal in them.

GRAPHICS
+ Days that are Sunpat peanut butter bright
- Textural dropout in confined spaces and occasional camera fits.

SOUND
+ Harry's footfalls convey whatever surfaces he's scampering over.
- Music's way too quiet and there's no way to adjust the level

LIFESPAN
+ Mini quests and the collectable card game force you to explore.
- It's a game of a film of a book. You already know how it ends.

OVERALL
Does more than just pay lip service to Rowling's second book but, by equal measures, doesn't do anything to totally enchant either.

65

HP SAUCE

OUT UK NOW

NBA LIVE 2003

After last season's farcical display, we have high hoops this year's outing is bang on the basket...

Following *FIFA's* triumphant lead of ripping the steaming giblets out of last year's carcass and stuffing some fresh new innards into basically the same old bird, *NBA Live 2003* plays significantly different to warrant a 'live' experience worth staying up late for (rather than half-heartedly watching on video and fast-forwarding through the slow bits the next day).

Most obviously, the graphics have been neatly reworked to include more detail (as in more recognisable players, accessories and some ultra-cool retro gear), smoother movement (without a hint of slowdown) and plenty of new animations. But it's the gameplay where the most worthwhile modifications have occurred. Not only has the speed been ramped up, but a new freestyle control method has been incorporated that allows you to string together stutter steps, crossovers, spins and defensive strips using the right analogue stick. It certainly makes for a smoother spectacle than just jabbing at the buttons.

The game still isn't perfect, though. The massive hike in difficulty may throw some of the more casual players (the ones that haven't the savvy to customise the wealth of match options), the collision detection when trying to make defensive blocks and snatches is still a little off and the spin moves still take you right through your stocky opponents.

But despite these very minor flaws, *NBA Live 2003* is still the most technically accomplished, rim-rockin' dunk-fest out there. **PSM2**

A whole host of hip-hop hangers-on can be unlocked as playable characters, like Busta, here.

INFO

- **DEVELOPER** EA Canada
- **PUBLISHER** Electronic Arts
- **GAME TYPE** Sports sim
- **PRICE** £39.99

PlayStation 2

- All 29 NBA teams.
- Seven All-Star teams.
- Six modes of play.
- Busta Rhymes features as an unlockable character.

OVERALL

Still not perfect, but at least there's clear evidence here that the series is boom shakalakin' in the right direction.

82

By using the right analogue stick, you can string together fluid attacking moves and defensive shut-outs.

Blocking shots has been made much easier, thus keeping the scorelines at a more realistic level.

OUT UK NOW

TOTAL IMMERSION RACING

The tagline reads: 'Demand intelligent racing' – and we certainly do. But does this game really deliver it?

What a difference a few hours makes. Normally, when we take an instant dislike to a game, we spend some time polishing our steel toecaps ready to inflict a kicking. But with *TIR*, what started out as pure, venomous hatred was diluted into mere annoyance before eventually, and without warning, turning to enjoyment.

Many factors hastened our initial contempt. The graphics are nothing special, what the maker calls, "the highest quality driving technology", we call "handles like a brick in a pond", and the front-end is uninviting. But persevere, and things take a dramatic turn for the better.

Four modes make up the package. The first two are just standard practice-and-beat-the-clock cop-outs. Challenge mode is a similar pad-it-out job designed to make you race well beyond your tolerance levels, but Career mode is where the real action's at. Taking up a career as a race driver, you have to impress teams into offering you a contract and then win three classes of championship. As you progress, you can win the right to race in some of the game's more ferocious beasts. And it's these cars that really bring the game to life.

Even with a steady learning curve, driving physics that become more advanced the longer you race and a huge challenge, *Total Immersion Racing* was always going to be a poor second to *GT3*. But for a tense race in some awesome motors, it's a worthwhile alternative. Just. **PSM2**

Those triangles above your rival cars indicate the mood of the driver. Red means aggressive, so watch it!

INFO

- **DEVELOPER** Razorworks
- **PUBLISHER** Empire Interactive
- **GAME TYPE** Racing
- **PRICE** £39.99

PlayStation 2

- 14 unlockable cars.
- Eight tracks.
- Four modes of play.
- Unique CPU car behaviour.

OVERALL

Hard to get into, but once mastered it becomes apparent that *TIR* is actually a well-executed, albeit less in-depth *GT3* substitute.

74

You have to beat a target time around Silverstone to unlock some of the game's meatier motors...

Only cautious driving will get you to the end in one piece - that means heavy braking and NO powerslides...

CRUISE CONTROL: Little Tom must be sensitive about his appearance as he isn't in it.

OUT UK now

MINORITY REPORT

Everybody runs... or gets a swift nad-clanging and a concussion.

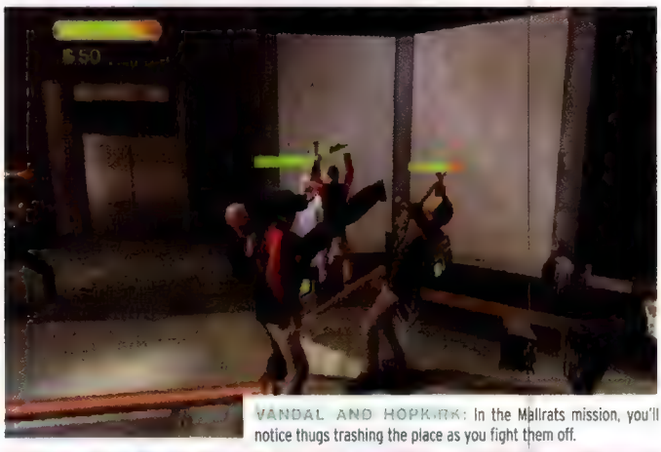
REVIEWER: Joel Snape

INFO

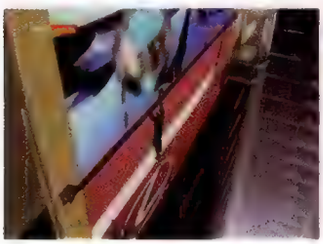
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Treyarch
- **PUBLISHER** Activision
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 player, DualShock 2, Memory Card.

DETAILS

- Over 20 different combos.
- More than 50 unique characters.
- 40 levels.
- Weapons include concussion rifle, riot shotgun, suppression machine pistol, smart flechette launcher, EMP grenade and puke grenade launcher.
- Arenas of Pain – survival stages against the bosses.



VANDAL AND HOPKINS: In the Mallrats mission, you'll notice thugs trashing the place as you fight them off.



AD ABOUT YOU: These ads shift as you're shimmying across the face of them – impressive.

SPIDER HOUSE RULES: The spider-bots are easy – just jump and punch to shatter the lot.

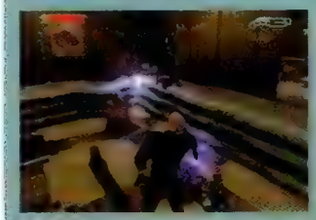
Whatever the mission in *Minority Report*, it tends to involve largely the same process. Find The Exit? Bosh! Clang! Right in the minorities. Talk To Rufus? Whack! Want some more? Oof! Through the fizzy drink machine. Infiltrate The Pre-Cog Lab? Whammo! I'm not a murderer! Apart, um, from those three blokes I just threw off the balcony.

Forget Philip K Dick's musings on the ethics of psychic crime prevention – *Minority Report*'s a biff-bam beat-em-up, plain and simple. It's that fight scene with the sick sticks extrapolated into 15 levels of glass-smashing, concussion-rifling violence. Where *Blade 2* failed because the daystalker didn't seem hard enough, *Minority Report* works precisely because main man John Anderton's absolutely nails. He's got more than 20 fighting combinations (of the ⊗, △, ▢ variety) all of which connect with thudding exuberance, sending Pre-Crime goons cartwheeling into each other and the scenery. Scenery which, incidentally, tends to be spectacularly deformable – everything from steaming lobster saucepans to moving Eyedentiscan ads shatter, spill or spark when hit. Throws form a central part of John's repertoire, allowing him to drag guards – an occasional knee in the growlers keeping them limp – until he's in a suitable position to hoik them off a catwalk, through a urinal or into a comrade. L1 locks on to the nearest threat, letting you fire off satisfyingly ripply concussive blasts or always-entertaining puke grenades with the minimum of fuss. Nice touches in the otherwise functional graphics are impressive – hurl an adversary into a sink, and it jets water that trickles realistically along the floor, kick a guard as he's about to shoot and the blast goes

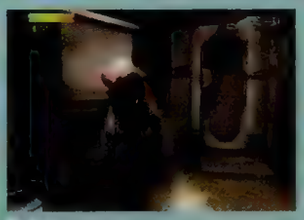
"MINORITY REPORT WORKS PRECISELY BECAUSE MAIN MAN JOHN ANDERTON'S ABSOLUTE NAILS"

ONE LUMP OR TWO?

After learning the useful combos – we'd suggest Low Kick, Knee to the Groin and Spin Around – combat's a smart mix of swift shooting and utter violence. The floppy-limbed physics make for a good fight, reminiscent of Jackie Chan's Police Story. Better yet, John never questions the ethics of hurling people through plate glass windows – he's got to prove his innocence, see?



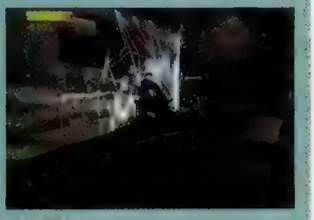
FREEZE: Great ripple effect on the concussion rifle, especially at point-blank range.



SLOMO: Sink ruined by over zealous cops? Show 'em what-for with a knee to the chutneys.

BOOST: Security guard won't let you in the mall? Clout some shoplifters to sweeten him up.

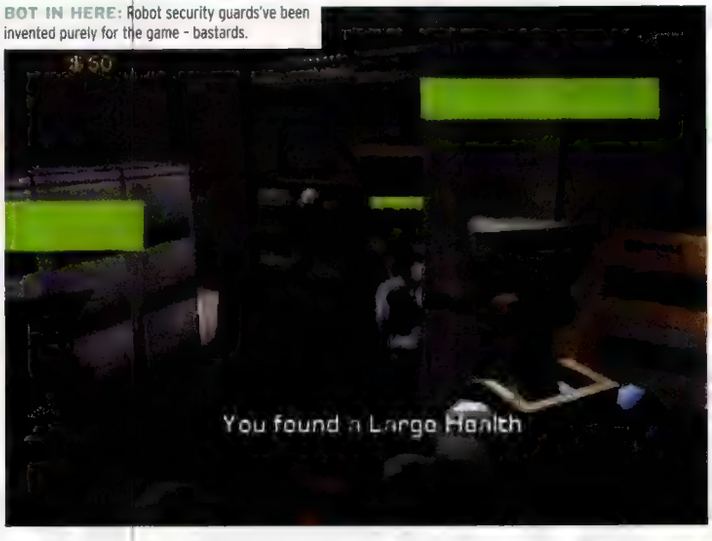
CANNON: Defeating Witwer's easy – a quick WASP-rocketing, then one in the cods.



SHOCK: Question my choice of starter, will you? Eat shards of hastily-rendered badness.

MISSILE YOU ALREADY: Why you'd want to fight multiples of Ken Nara in survival's a mystery – he's brutal enough in the game.

ALL RIOT ON THE NIGHT: The molotovs are impressive, but the draw-in distance is fairly limited in the smash-it-up level.



BOT IN HERE: Robot security guards've been invented purely for the game – bastards.

"IT'S POSSIBLE TO BEAT DANNY WITWER BY KNOCKING HIM DOWN, PICKING HIM UP AND KNEEING HIM IN THE GOOSEBERRIES FOR FIVE MINUTES"

off into the air. There are minor omissions – you don't get to wield a sick-stick, and can't carry bad guys as you fly around – but they're never too upsetting. Apart from that, and slight issues with the collision detection – 'grab' and 'block' are on the same button, and John frequently does the wrong one – combat's great. Which is handy, because it's basically all you do.

Treyarch've been joyfully cavalier about converting *Minority Report*, crowbarring in fights, adding bosses and making up entire scenes – like the massively enjoyable riot level – to keep up the pace. They've also ignored loads of blatantly games-ey scenes – the bit where Tom hurdles Mag-Lev cars isn't in there – and the few platform bits are simply tedious. Dangling from a pipe and shuffling along in between bursts of lethal sewage isn't challenging to even the most novice of gamers, because there's nothing to it. More enjoyable variety's provided by a couple of jetpack sections, with John skittling troopers and swooping through doors at top speed. There's also a handy – if implausible – Black Market system allowing you to buy guns and power-ups mid-level.

INSIGHT

- The taller, blonder, throatier version of John Anderton is voiced by Clancy Brown – who you might remember from his turn as Kurgan in Highlander.
- The pre-cogs – Agatha, Dashiell and Arthur – were all named after famous mystery writers.

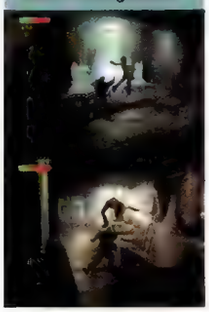
Money's generally hidden in not-that-secretive Secret locations, and finding it's often enough to buy your way to success.

With the occasional selectively purchased invincibility power-up, *Minority Report*'s fairly easy. Most guards are vulnerable to a certain combo (the low-sweep's always a reasonable option) and fighting two or three at once isn't much of a hardship. It's entirely possible, for instance, to beat Danny Witwer by knocking him down, picking him up and kneeing him in the gooseberries for five minutes. Again, the lack of variety in enemies is a feature of the film, but more mid-air jetpack battles might've helped.

Nope, the joy of *Report*'s solely in swinging people round, watching them ricochet off that breakable scenery, dispensing riot-gun justice and breaking stuff. None of the subtlety of the film and none of the intelligence of Mr K Dick, granted, but a decent day's vicious fun all the same. **PSM2**

IMPACT POINT

The first 'boss' battle isn't that much of a challenge – you get sheer police brutality as Anderton biffs a hapless would-be murderer through tables.



JETTY FORD: The backwash from your jetpack KO's foes – but get it extinguished by sewage outflow and the landing's painful.

AGATHA'S CHOICE

1. **SPIDER-MAN** Activision do a movie licence with exciting web bits, fighting, and shooting. Web fluid.
2. **STAR WARS: BOUNTY HUNTER** Activision do a movie licence with jetpacks, fighting and shooting.
3. **MINORITY REPORT** Activision do a movie licence with fighting, shooting and jetpacks. Hang on a minute...

PSM2 VERDICT

GAMEPLAY
+ Satisfyingly varied fighting system. Good collision physics.
- Irritating platform bits – grabbing's a bit hit 'n' miss.

GRAPHICS
+ Ads, concussion ripples and jet-pack flare capture the film's style.
- Very blue-grey – but hey, that's the film's fault.

SOUND
+ Tell-tale clicks from rifles.
- Noticeably un-movie-like voice acting

LIFESPAN
+ About seven hours of bish-bosh thumpery.
- The Arena of Point doesn't add any replay value.

OVERALL
Decent fighting dynamics, clever effects and a few choice missions don't mask a game that's over in a few hours.

60

MINOR HIT

SLOPE FLOATS: Unlike better snow racers like *SSX*, these slopes are devoid of excitement.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Namco
- **PUBLISHER** SCEE
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- Eight different characters.
- Purchasable equipment upgrades.
- Nine downhill courses.
- Five different modes – Competition, Cross Racing, Challenge, Slalom and Time Attack.

OUT UK NOW

ALPINE RACER 3

So, then, is this a jolly good piste-up, or snow fun whatsoever? No, wait... Come back...

REVIEWER: Ryan Butt

Rideable coin-ops are all well and good in the environment of a seaside pier where screaming kids, stressed out parents and boozed-up teenagers can get goofy on a mass of garishly-coloured plastic and hydraulics without feeling *too* self-conscious. Take away the novelty controller, though, and you're left with a shell of a game that's hard to love. Like *Alpine Racer 3*.

Bearing in mind that the PS2's snow-strewn slopes are already dominated by the likes of *SSX Tricky* and, to a much lesser extent, the *ESPN Winter X-Games Snowboarding* games, the only new ground left for *Alpine Racer 3* to cover is the thawed-out, slushy dirt track leading straight to a vertical drop to oblivion.

You pick a character from a choice of eight (men, women, skiers and snowboarders) and then embark on a straightforward downhill race over nine tracks against one of the others. There's little skill involved to win – you just have to maintain a good racing line, avoid all obstacles (although you are permitted to ride straight through trees for minimal slow down effect) and keep your eyes peeled for shortcuts that'll take you on a more direct course to the finishing line. Each character can perform an array of tricks by pressing different directions while in the air – although there's no incentive for doing so – and you can use cash gained on earlier courses to buy faster, tighter-handling equipment – which is so ill-balanced that cheaper gear is often better.

Elsewhere, the tracks take ages to load thanks to pointless intro screens, the learning curve is so knackered that you glide effortlessly through the first eight tracks, only to come undone on the last, the graphics are piste poor and, if you needed any further negativity, the *Ridge Racer* commentator is back. Just a complete waste of time and money. **PSM2**

INSIGHT

■ When you win the final of the competition, you'll be invited to race three laps of the Cybertrick Monster course. Just see if you can complete it...

NO-TRAINER: Don't worry too much, if the train is like the other obstacles then you'll probably be able to ski right through it.

ICE TO SEE YOU: Speed is maintained by sticking to the ice trails. Venturing off will cost you valuable time in the race standings.

"THE LEARNING CURVE IS KNACKERED, AND THE GRAPHICS ARE PISTE POOR"

FLASH, BANG, WALLOP: Being a Namco game, the intro movie is fantastic, but the game plummets downhill from then on.

SLUSH PUPPY'S CHOICE

1. **SSX TRICKY:** Fast and furious with expansive tracks to explore and an unrivalled freedom to show off.
2. **SHAUN PALMER'S PRO SNOWBOARDER** The buck-toothed outcast of Activision's rich, extreme sports brotherhood.
3. **ALPINE RACER 3** Fast, yet childishly basic with an infuriatingly ill-balanced learning curve.

PSM2 VERDICT

GAMEPLAY
+ Like the coin-op, fun for five minutes.
- Goes downhill all the way.

GRAPHICS
+ Great intro movie...
- Poorly defined characters and courses.

SOUND
+ Great cutting-through powder effects.
- Fingers-down-throat commentary.

LIFESPAN
+ Plenty of shortcuts to find..
- The whole thing flatlines after a day.

OVERALL
An utterly pointless release that makes even Shaun Palmer's simply dreadful yellow snow game look quite appealing

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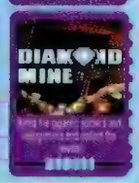

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Hung Like A Horse 141665
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IM RIGHT HERE - *Samantha Mumba*	112272 MP
ANY ONE OF US - *Gareth Gates*	111988 MP
LITTLE LESS CONV... - *Elvis vs*	111957 MP
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LUV ON THE LINE - *Blazin' Squad*	112264 M
DONT MUG YA'SELF - *The Streets*	112273 M
DY-NA-MI-TEE - *Miss Dynamite*	112026 M
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INDIE

STOP CRYING YA HEART... - *Oasis*	111968 MP
BITTER SWEET... - *The Verve*	111292 MP
FOOLS GOLD - *Stone Roses*	111230 M
I AM THE RESUR... - *Stone Roses*	111459 M
THE HINDU TIMES - *Oasis*	111895 MP

HIP HOP

CLEANING OUT MY... - *Eminem*	112062 MP
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DANCE

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OUT UK NOW

X-MEN: NEXT DIMENSION

They've graduated from Mutant Academy, but are Professor X's gang – ahem – x-perienced enough to make it on PS2?

REVIEWER: Joel Snape

Ah, now, we can do this one. Because it's all about mutants, do you see? And it's a 'mutant' of a game, if you like – a gene-spliced hybrid of *Street Fighter EX3* and *Dead or Alive*, with a bit of *Marvel vs Capcom 2* slung in to spice things up a bit. Unfortunately, though, thanks to some rather wonky graphics and uneven difficulty levels finding their way into the mix, it's also a bit of a Brundlefly.

Superheroes, of course, demand an ambitious fighting system – and it's here that *X-Men* delivers superbly. Combo chains work similarly to *DOA2*'s, and while it's initially possible to pull off an impressive sequence of kicks and twirls just by strumming the buttons randomly, mastering the more effective moves takes more control. Special moves are of the quarter-◎ forward or →, →,◎ variety, and each character's got about half a dozen. Supers are more contentious – everyone's got four, all activated with some combination of ◎+△ and a direction, borrowing the freeze-screen, say-something-pithy, unleash-

BEAST ENDERS: Hank's politely spoken - watch for his "Hmm, I have a thought" move - but he's not above doling out the fistage.

"IT'S A MUTANT OF A GAME, IF YOU LIKE – A GENE-SPLICED HYBRID"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Activision
- **PUBLISHER** Activision
- **GAME TYPE** Fighting
- **PRICE** £39.99
- **EXTRAS** 1-2 players, DualShock 2, Memory Card

DETAILS

- 24 fighters – including four secret ones.
- Story, Arcade, Versus and Practice modes.
- Four super moves for every character.
- Eight multi-layered arenas.

INSIGHT

In the Secret Wars series, when the entire Marvel Universe was taken to the other side of the galaxy for a pagger, Spider-Man beat up the entire X-Men on his own. *On his own!*

IMPACT POINT

The air launcher's a nicely dramatic bit of heroic overkill – especially when you get the knack of combining it with an aerial throw or Super combo.

HELL FOR WEATHER: Storm's got a biff-bam bevy of climatic attacks. Very handy at long range.

sparkly-hell dynamic from *Street Fighter*. Trouble is, some are devilishly tricky to land – a block performed *after* the screen-freeze can be enough to thwart them at point-blank range – yet others are homicidally effective. Forge's Tribal Spirits move lands *52 hits* and destroys half an energy bar – why bother fighting when you can charge up to level four then go energy-flinging shit-nuts?

More *DOA2* deja-vu is provided by the environments. They're mostly well-designed – the Danger Room actually shifts form during fights – with some miniature cutscenes activated by smashing an opponent into the appropriate point (parked police car, token crate, door or roof edge, for instance) and multiple layers. It's here that the Air Launchers really come into play – a sort of super-juggle that fires your opponent upwards and lets you chase them for an aerial combo. A good fight looks undeniably like a comic scrap – fighters bouncing off terrain, flying, pulling out staggering moves and taking tremendous punishment. Unfortunately, the effect's diminished by poor presentation. Impressive PSone graphics haven't improved to match the likes of *Tekken* or *Virtua Fighter*, and the punches – honestly – sound like the 'thuppity-thupp' of someone hitting a wet pillow. If you're going to have characters knee-deep in water (effects), then at least make sure they splash about convincingly, eh? And try giving characters more than one victory pose – Beast's first three "Your technique is appalling" taunts might be funny, but the tenth one starts to grate a bit.

"A GOOD FIGHT LOOKS UNDENIABLY LIKE A COMIC SCRAP – FIGHTERS BOUNCING OFF TERRAIN, FLYING AND TAKING TREMENDOUS PUNISHMENT"

SPLINTER OF DISCONTENT: Putting characters through scenery does extra damage - worth a bit of extra manoeuvring.

EYE HAVE THE POWER: Cyclops' eye laser attacks are useful for stoving people through the backgrounds and off roofs.

X-CEPTIONAL...

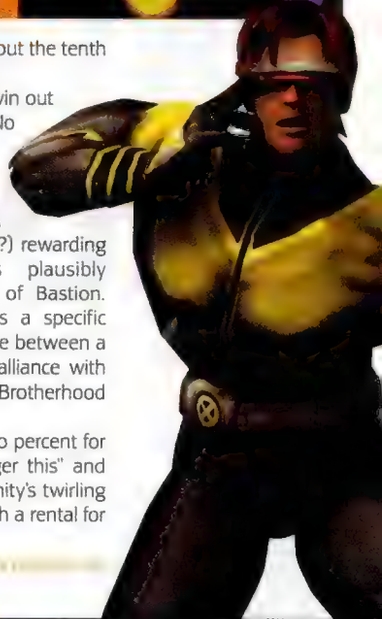
Blammo! Mastering the Super moves – well, learning how to press Ⓐ+Ⓑ together – is crucial, as they're the means of ending a match. Each needs a different bit of the Super bar to be charged up, but you can divert energy between them. Strangely, some attacks, like most of Psylocke's, contain a huge preamble and're easy to block, while others are impossible to avoid. The most satisfying attacks are those that can be chained – like Beast's Air Roll, which counts as a juggle.

PHOENIX FIGHTS: Get hit by Jean Grey's level four and you might as well pack up and get home - it's that damaging.

HIT IN THE ACT: Nightcrawler's Super leaves enemies open to attack for a few seconds.

Where *X-Men*'s really going to win out is with – yes – Fans Of The Comic. No surprise, really. There's a swathe of memorable characters available from the outset, with all-time classics like Dark Phoenix, Sentinal A and The Blob (can't throw him, see?) rewarding sustained play. Story mode's plausibly constructed, featuring the return of Bastion. Some bouts force you to play as a specific character, others allow you to choose between a few, later missions introducing an alliance with Magento as a means of getting the Brotherhood of Mutants into the mix.

Oh, and we'll give it an extra two percent for the bit where Psylocke says "Bugger this" and does the most flagrant rip-off of Trinity's twirling Matrix kick we've ever seen. It's worth a rental for that alone. **PSM2**



PROFESSOR X'S CHOICE

1 **TEKKEN 4**
No eye-lasers, but plenty of well-structured violence in the classic.

2 **MARVEL VS CAPCOM 2**
Smash-bash gameplay, silly supers and Cable lobbing bombs about. Yay.

3 **X-MEN: NEXT DIMENSION**
A heroic effort, let down by ropey visuals and a slightly uneven fighting system.

PSM2 VERDICT

GAMEPLAY
+ As multi-layered a superhero brawl as we've ever seen
- Some characters seem much harder than others

GRAPHICS
+ Decent animation, especially on the Super effects.
- It's all a bit blocky and polygonal.

SOUND
+ Um, it's got Patrick Stewart in it. And Beast sounds good
- But Rogue and Gambit don't – and the hit-noises are terrible

LIFESPAN
+ Plenty of 'mastery' time for a devoted X-phile, lots to unlock.
- Story mode's a bit tedious if you don't like the characters.

OVERALL
Beat-em-ups need a balanced combat system or great novelty-value visuals. Impressive features don't distract from a lack of either.

67

X-PENDABLE

OUT UK NOW

BIG MUTHA TRUCKERS

A hot rig, the open road, and a trailer full of pork bellies. Ten-four, good buddy – looks like we got us a convoy...

REVIEWER: Martin Kitts

Apparently every good American boy dreams of one day driving his own truck. Hauling his ass from coast to coast, with his ample gut resting on the steering wheel, a terrified hitch-hiker sitting in the passenger seat and a 12-gauge wedged by the stick shift.

It's a dream only the lucky few will actually get to live, but you can get a feel for the flavour of long-distance haulage with the magnificently different *Big Mutha Truckers*. It's a bit of a cross between Sega's *18-Wheeler* and the 1980's classic *Elite*, as you ferry goods between five cities, buying low, selling high, and hopefully avoiding run-ins with over-zealous lawdogs and marauding biker gangs.

Playing one of four tornado-bait siblings, you've got 60 days to prove yourself worthy of inheriting the family trucking company. The only way to achieve this is by visiting trading centres, where a range of goods, such as mobile phones and pile cream, can be purchased to fill your trailer, tanker, or refrigerated truck. Make more money than your rivals, and the business will be yours when Mutha retires to the ranch.

Trading is simple enough to understand. Each city has a bar where you can pick up tips on the latest hot commodities around the country. Chat to the bartender, use the information to buy something you estimate will make you the biggest profit, then hit the road.

Out on the highways, you can play it your own way – drive perfectly, or just put your foot down and plough through the traffic, taking shortcuts wherever they crop up and racking up a reputation with the local cops. Unfortunately you'll have to pay for repairs to the truck at the end of your wrecking spree, and there's the problem of dealing with road rage.

TRUCK OFF: Buy a bigger trailer, a better engine, or some bull bars for dealing with heavy traffic. Pay the cash, and it's yours.

TERRIFIC VIOLATION: Crunching cars earns you a bad rep with the rozzers, but they'll never catch you if you put your foot down.

PAPA SURF: Bikers know no fear. Run over one of them and his mates will swarm all over your truck, trying to unhook the trailer.

The highways are patrolled by bikers who, once offended, will leap on to your trailer and attempt to reach you in the cab up front. You'll have to shake them off with some severely crafty driving, otherwise they'll steal all your goods and you'll have to visit a loan shark to stump up the cash for a new rig.

It's actually a lot of fun, while it lasts. The trucks are fairly sluggish, as you might expect, but it's great to be driving something other than a shiny sports car, and very encouraging to find a driving game that isn't all about getting fast times and hitting checkpoints. While the game world isn't quite as big and open as it might at first seem, it'll still take a solid weekend of play to complete the 60 days, and you're unlikely to win the prize on your first time through. Don't forget to bring a Yorkie bar. **PSM2**

Big Mutha Truckers is out now.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Eutechnix
- **PUBLISHER** Empire
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** DualShock 2, Memory Card, 1-2 players

DETAILS

- Four redneck trucker siblings and their, ahem, 'Mutha'.
- Trade goods between five cities.
- GTA-style radio stations to pass the time.
- Finish bonus missions for extra cash.

INSIGHT

One in 14 US jobs is in the trucking industry. All told, US truckers drive more than a whopping 200 billion miles per year. Which is a very long way.

EUBANK'S CHOICE

1 **GRAND THEFT AUTO: VICE CITY**
Big Mutha Truckers, only lots more so. And cars, and helicopters, and you get to steal them, and and and...

2 **BIG MUTHA TRUCKERS**
Rootin', tootin' redneck haulage fun.

3 **18-WHEELER**
Brief arcade action with giant lorries – fun while it lasted, but it's not a patch on the above.

PSM2 VERDICT

GAMEPLAY
+ Trading, racing, special missions and challenges.
- Trucks can be hard to handle

GRAPHICS
+ Massive roads and city backdrops.
- Slows down a bit at times.

SOUND
+ Several radio stations to flip between.
- Cutscene speech repeats often

LIFESPAN
+ Worth replaying for high scores.
- Won't take very long to see it all.

OVERALL
Solid entertainment on the roads, and the satisfaction of raking in the cash when you hit the cities. A surprisingly good hybrid of styles.

79

TRUCK ME

OUT UK NOW

DROME RACERS

Hold on to your clip-on hats and prepare yourself for a block rockin' racer. Ready, steady... er, *Lego*...

Is Lego still fun? Was it ever fun? No, like, *really?* To our memory it was always a hit with the smug kids who watched Blue Peter and did clever things like, y'know, *read books*. Hell, anything that causes that much pain when stepped on by bare feet is something that can't be trusted. But it's still doing business today and, according to *Drome Racers*, it'll still be around in the future. In the future, see, people will build futuristic Lego cars, complete with futuristic Lego weapons, and race them against each other.

LIGHT VAN PLASTIC: *Drome Racers* is pitched as a 'multi-terrain racing experience'. There's road, off-road and drag races.

INFO

- **DEVELOPER** Attention To Detail
- **PUBLISHER** EA
- **GAME TYPE** Driving
- **PRICE** £29.99

DETAILS

- 18 cars.
- Nine power-ups.
- Career and Quick Race options.
- Four player options.
- Car customizing.

Yes, this is *WipEout*, Lego-style, using vehicles from the 2002 Lego Racers range that was geared for consumers aged 8–12. Piecing all these clues together – the subject matter, the word Lego – it's immediately clear that this is a title for the 'younger gamer'. The patronising presentation and reassuringly robust gameplay confirms this.

Taking the role of Max Axel, you compete in the Drome Championship which consists of drag, off-road racers and standard track-style racers. These competitions include seven AI drivers and the kind of racing combat that has been used from *WipEout* to *Wacky Races* with various degrees of success.

The problem with *Drome Racers* is that it has neither the technical quality or the type of messy cheek that makes these games infuriatingly addictive. It's inoffensive, it's playable, it's average in a very average way. What *can* be said of it, is that's it's significantly better than *Lego Racer 2*... now there's an accolade. **PSM2**

OVERALL
This is the Sunny Delight of futuristic racers. Too sugary for most tastes, too lightweight to challenge, too tepid to excite.

50

SQUARE

TOY RACER: You might remember developers Attention To Detail from earlier Lego Racers games and PSone futuristic racer *Rollcage*...

CAR WARS: Shooting's a pain in the arse as well. Incidentally, *Hot Wheels*' (below) main character is called Max too. Coincidence? Yes.

OUT UK NOW

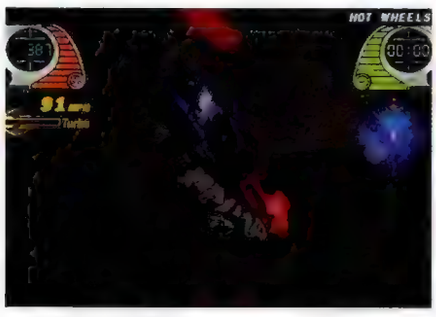
HOT WHEELS VELOCITY X MAXIMUM JUSTICE

To recreate the atmosphere of those ads, read this review in a very! gruff! exciting! voice!

Sod Lego, eh? Let's have something with a bit of speed. Something designed for going fast, looping the loop and, um, jumping in a way that defies the laws of physics.

Hot Wheels is daft. It's all about roaring up a wall to snatch a Time Extend, careering off a ramp with fireworks exploding around you, and hitting the turbos to take that next bend ahead of the others. It's got a stunt system similar to *Rumble Racing*'s – where the car will pull a somersault in mid-air, even if you've taken off a perfectly straight ramp. No problems with that, either, although it may not be to everyone's taste. Nope, the trouble's the floatiness of it all – the cars just don't feel solid enough to make wrestling them round corners satisfying.

Fighting's even worse – it's maddeningly difficult to tell whether you're connecting with your tyre rippers, and being scraped against a wall by two idiot computer cars is infuriating. Story mode isn't much fun, with checkpoint racing and sub-*Twisted Metal* fights. Battle mode, of course, is terrible. The saving grace is Challenge mode, a half-decent mix of minute-long tasks that never get repetitive enough to be tedious, and earn you different weapons, new tracks and largely similar cars. Despite the often infuriating physics, the difficulty's pitched just right, and it's a pleasant enough way of spending a couple of hours. But why you'd consider buying this when *Burnout 2*'s about, is anyone's guess. **PSM2**



FLIGHT TO REMEMBER: Is it just us, or is there something unsettling about cars that can spin voluntarily in the air?

INFO

- **DEVELOPER** Beyond Games
- **PUBLISHER** THQ
- **GAME TYPE** Driving
- **PRICE** £26.99

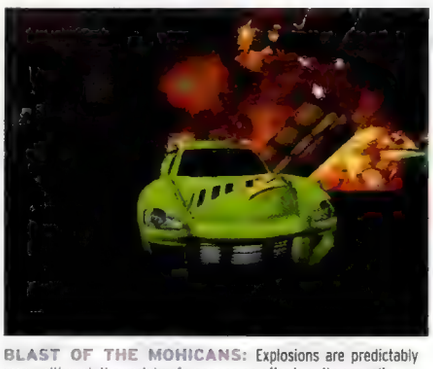
DETAILS

- 45 cars.
- 30 missions, six levels.
- Head-to-head, Hot Wheels Battle and Stunt modes.

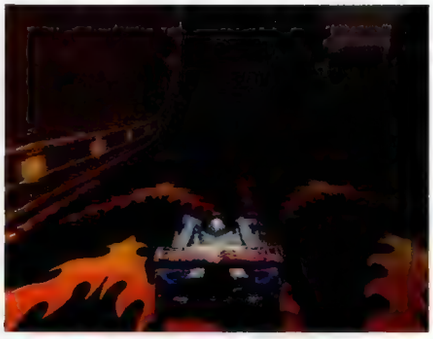
OVERALL
Slightly less exhilarating than buying forty quid's worth of *Hot Wheels* track and fencing with it. We used to do it all the time.

51

TYRED



BLAST OF THE MOHICANS: Explosions are predictably crap – although the variety of weapons on offer is quite appealing.



STUNT FOR RED OCTOBER: See some flames, and it's a fair bet that there's a ludicrous trick opportunity up ahead.

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT US NOW OUT UK TBC

SHINOBI

"A GAME ABOUT SLASHING THINGS AND RUNNING ON WALLS"

Sega's ninja classic returns – and reminds us what retro gaming's *really* all about. Relentless death, brutal enemies and not a mid-level continue in sight.

REVIEWED BY: Joel Snape

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Sega
- **PUBLISHER** Sega
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card

DETAILS

- Eight levels, with two parts and two bosses in each.
- VR missions.
- Three playable characters to choose – Hotsuma, Joe Musashi and Moritsune.

Flicked to this review in feverish anticipation of seeing Joe Musashi dole out some katana-shaped justice to hellspawn? Sorry. Sega's original Shinobi has been relegated to bonus-outfit duty. The shuriken-slinging first-person bonus stages are gone, too. And that dog from the sequel. If anything remains of the arcade classic, it's this: *Shinobi*'s slightly repetitive... and *insanely* hard.

Aspirationally, *Shinobi*'s the pyjama-clad cousin of *Devil May Cry*. The cool-as-ice death moves, the monster design – even Hokuma's impractically flappy scarf tips a cheeky wink to Dante and his big look-at-my-independent-physics coat.

Realistically, it's probably closer to *Gungrave* – relentless action that doesn't quite mask a lack of character progression. *Shinobi*, you'll recall from the trailers, is a game about slashing things and running on walls. Exciting prospect, yes, slickly executed, yes, but *that's it*.

VERTICAL SPLASH: Mission six introduces the classic moving-laser tripwires. Funny that Hotsuma drowns in three feet of water, mind.

TATE GALLERY

Key to the 'slashing things' bit is the Tate (pronounced 'tah-tay') system. If you've seen any samurai films or the Ninja Scroll anime series, you'll be familiar with the premise: ninja slashes opponent, opponent stays standing for a split second, opponent suddenly slides apart and geysers blood.

It's best achieved using Hotsuma's stealth dash, a move that effectively teleports him a couple of metres in the direction he's facing, leaving a faint after-image behind. Against a swathe of constantly blocking adversaries, it's the only way for you to succeed – goad them into attacking you, then nip past and take a quick slash at their exposed back.

The trick is to down as many enemies as you can in this style before the first one drops – manage four or more within a single combo, and you'll be treated to a dramatic camera shot of them all spurting apart simultaneously. Lovely.

YIN THE NAVY

It isn't just about the messy aesthetics, though – Tate releases the Yin energy that powers Akujiki, your sword. Go too long without killing an enemy, and your own energy starts to decrease – but charge your sword up enough, and successive enemies fall apart like so many margarine dominoes. Nice enough in combat, but absolutely crucial in the outstanding boss battles. An uncharged sword slash barely dents your opponent's energy bar, so it's vital to deal with ▸

"YOU'LL BE FAMILIAR WITH THE PREMISE: NINJA SLASHES OPPONENT, OPPONENT STAYS STANDING, OPPONENT SLIDES APART AND GEYSERS BLOOD"

Biffing tougher adversaries with a quick shuriken's the best way to assure their demise.

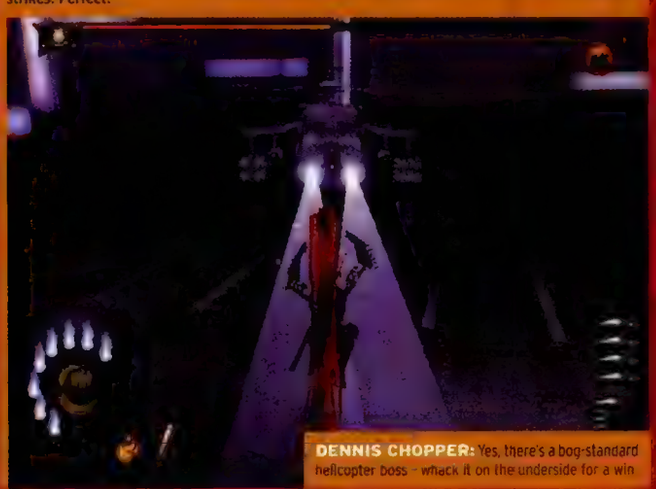
VILLAINS: Far too many different coloured ninjas in the bad man roster, unfortunately.

Spray ninjas with blades, then kill them dead. Dead!

SLASH 'N' PARRY

Classic *Shinobi* moment number one: the boss battles. From a wall of sinister twirling Buddha statues in the original to a plethora of scary smirking moth-demons and a bunch of fat lads wielding giant frisbees in the modern era, they're hugely varied and a true test of the skills you've acquired. Better yet, while a rank beginner might whittle away at their energy bar for upwards of five minutes, a true master can accomplish the same damage with just half a dozen well-placed strikes. Perfect.

MISSING YOU ALREADY! The snake boss dispenses lightning-quick minions – slash like mad, then Tate him in the noggin.



DENNIS CHOPPER: Yes, there's a bog-standard helicopter boss – whack it on the underside for a win.

▶ their lackeys before taking a well-aimed swipe. Brilliantly, pulling off a Tate *and* changing your sword up to, um, a fuchsia colour allows you to kill the boss with one solitary blow – unbelievable difficulty matched to sweet, sweet reward.

Eventually, you'll even learn to master the Air Tate – a practical and artistic combination of slash and dash, which makes it possible for you to take out up to seven adversaries without ever touching the ground.

Then there's the wall-running bit. Considering it was so prevalent in the trailers, *Shinobi*'s disappointingly restrictive in this regard – you can't stick to damaged or shadowy walls. Or, in fact, any of the walls in level five. Still, the double jump-stealth-dash-wall-stick's a vital skill to master, as later levels include huge sections without any flooring, where a single scuffed leap means instant death.

With no restart points and the biggest gaps towards the end of each level, death plummets can be exasperating, but it's difficult to shake the feeling that they're your own stupid fault – you're never killed by something completely random. This is re ro gaming with Maximo punty – you know the rules, so don't come crying to the developers when you can't get past level five. We've died a hundred times, but always come back for more because really, it was always us taking a header into flooded Tokyo's gluggy depths.

The only problem's the dreadful camera – you're effectively forced to manipulate it with the right analogue or spend most of the game making jumps blind. The lock-on system occasionally helps you out here, but infuriatingly, just as often it won't work at all. All of which also makes it discouragingly easy to get lost. Especially when you come up against retro feature number two.

Shinobi's incredibly repetitive. Not in combat terms – although it wouldn't hurt to earn some new abilities as the game progresses – but in design. Take level four: you already *know* there's a tank around one of the corners, but *every* T-junction looks the same. So you tiptoe round a few bits that look familiar, get bored and start sprinting around, then... Wham! Start again.

"NINJAS, YOU SUSPECT, SHOULDN'T DROWN THIS EASILY IN THREE FEET OF WATER"

In level six, you start to suspect the designers are taking the piss – every wall is completely white, and largely blank. To be fair, the life-sapping nature of your sword (you've got to keep killing to stay alive) means that the environments around you can't be too confusing, but there's no need for them to be so resolutely square, is there? Other attempts at variety are simply frustrating, like level four's

INSIGHT

Go and look at www.realultimate powers.net right now. It's the funniest thing you'll read about ninjas this week.

BEST BLADE PLANS: Tate'd adversaries slide apart in eery synchronisation - it's a cinematic device that never really gets tired.

STICK DASTARDLY: Webs slow you down, stop you from jumping - and force Hotsuma to make repetitive 'Hnnnghf' noises.

MUTT AND ABOUT NOTHING: Dogs are incredibly annoying - they're really good at blocking, and attack in packs.

movement-clogging spiderwebs or the terrible water effects on level six. Ninjas, you suspect, shouldn't drown this easily in three feet of water.

Enemies, while well-designed, suffer from the same over-familiarity. Each level has two or three types, rarely varying from blocking ninja or slow-floating fireball chucker. They can be imaginative – dogs with swords in their mouths, anyone? – but there isn't enough variety. Painfully few of them crawl along walls or leap at you, especially considering there's an entire level based around spiders. The bosses are so well-balanced that it's shameful there aren't more mid-range adversaries.

SCARF EMPTY

It feels like *Shinobi* started off as a bunch of great ideas, with the actual game tacked on as an afterthought. It's sustained by the genius of the Tate system, but with extra weapons and abilities, it could've made the leap to modern classic.

It's about dealing death with panache, dissecting enemies without pausing for breath. It's about taking revenge on that boss who hides in a box by cutting him in two with a single blow. It's about the inherent urgency of a sword that feeds on your blood if you don't keep it happy with a mound of corpses. And if you collect all coins, it's about re-living your *Shinobi* memories with Joe Musashi and an infinite number of shuriken. Pity about the dog, though. PSM2

IMPACT POINT

COULD IT BE MAGIC?

Classic *Shinobi* moment number two: the special attacks. Shamefully, there's no sign of Joe Musashi's classic bounce-all-over-the-screen attacks, but Hotsuma has three strikes to use – long range blast, brief invincibility and fiery smart-bomb. If you're feeling flush, double jump then Ⓐ initiates a multi-directional paralysing strike – handy for easy Tate opportunities.

BLAST MAN STANDING:

LIKE A SHURIKEN:

TENCHU'S CHOICE

1 **DEVIL MAY CRY**
Stylish action as aspired to by every game since.

2 **SHINOBI**
Astonishingly hard, rarely unfair, overly repetitive gaming. Worth it until *DMC2* comes out, if you love killing things as an artform.

3 **GUNGRAVE**
Shoot! Dance! Thwack people with a coffin and take out scenery in unrelenting pursuit of 'beat' points.

PSM2 VERDICT

GAMEPLAY
+ Endless opportunities for stylish slaughter
- ... that all feel a tiny bit similar

GRAPHICS
+ Great cutscenes, well-designed characters.
- Depressingly familiar level design.

SOUND
+ Vwoom... slash... slash.
- Annoyingly repetitive music. And boss taunts.

LIFESPAN
+ Blisteringly hard, with plenty of rewards for the harder levels.
- Completable in about nine hours on the first go.

OVERALL
Bags of style and tons of good ideas – all crowbarred into a game that's slightly too monotonous to sustain them.

75

OVERSHADOWED

EASY RYDER: Watch out for crazy-eyed Bez - complete with tambourine.

OUT UK 27TH JANUARY

24 HOUR PARTY PEOPLE

A tour of the Manchester music scene like you've never experienced before...

STARRING ..... Steve Coogan, Lennie James, Paddy Considine, Danny Cunningham, Ralph Little, Sean Harris, Shirley Henderson, Andy Serkis
DIRECTOR ..... Michael Winterbottom
CERTIFICATE 18
PRICE £19.99

Documenting the shift in musical trends that occurred in the early-to-mid '80s in Manchester was never going to be a job for the fainthearted. How exactly do you translate the feelings, the emotions and the events that triggered them to both the generation that were there for it and are ready to leap on the slightest inconsistency, and also convey those times to people who weren't even born then?

Fortunately, we have Michael Winterbottom, a man unafraid to challenge himself. In fact, he was half-frozen to death up a mountain filming period drama The Claim when he decided to make a film about what became the 'Madchester' scene.

Taking as its starting point a chaotic Sex Pistols gig, Party People chooses to focus on local TV personality Tony Wilson, stalwart of early evening human interest news and – unbeknown to most of his viewing public – a shrewd music fan with an eye (and an ear) for talent. Charting the highs and lows of his career, it follows him as he launches fledgling music company Factory Records and opens the Hacienda Club. Blending comedy (the insane antics of The Happy Mondays) with tragedy (the shattering suicide of Joy Division lead singer Ian Curtis), Winterbottom's raw documentary-style camera work and loose script perfectly capture the feeling of the times.

But none of it would work without the cast, all of who are perfectly suited to their roles. Steve Coogan shines as Wilson, giving him a knowing edge as he addresses the camera directly and switches between 'reality' and the film's universe. He's the lynch-pin for the chaos that surrounds him, convinced of his own genius.

BEZ LAID PLANS

It's not just Wilson/Coogan's show, though – Winterbottom has assembled a quality pack of young Brit thesps to play the various band members. Sean Harris has Ian Curtis' haunted demeanour off perfectly, while Danny Cunningham has the Happy Mondays' chief loon Shaun Ryder down to a tee. With every member of the team showing such attention to detail, it often feels as if it's being shot live, as if Winterbottom had discovered a time machine that allowed him to go back and watch the events as they happened. Or, at least, as Wilson recalls them. With the amount of chemicals being snorted and snacked on, few people could claim to have completely clear memories of the time...

FACE THE MUSIC

It doesn't always work – there are several in-jokes that three people in the world would understand, and it can occasionally feel like a private member's club – if you weren't there, you don't deserve to understand what went on. But for the majority of its running time, Party People is a heady rush which accurately evokes the times and still manages to be totally enjoyable. **PSM2**

"IF YOU WEREN'T THERE, YOU DON'T DESERVE TO UNDERSTAND WHAT WENT ON"

INSIGHT

- The demolished Hacienda club had to be rebuilt from memory.
- Actor Andy Serkis took time out to voice/perform Gollum for the Lord Of The Rings film.
- The real Tony Wilson cameos at one point.

DOCUMUSO'S CHOICE

1. **SPINAL TAP** Excellent spoofery from the best rock film ever.
2. **24 HOUR PARTY PEOPLE** The Madchester scene is brilliantly evoked in a clever mock doc format.
3. **SID AND NANCY** Murder! Corruption! Drugs! The Sex Pistols! Classic.

PSM2 VERDICT

EXTRAS
Three audio commentaries a guide to the film 24 deleted scenes interviews Michael Winterbottom documentary New Order music video

OVERALL
A great docu-comedy that takes you back in time to Manchester and introduces acting newcomers to the scene with flair.

78

MAD FER IT

OUT UK NOW

MEN IN BLACK 2

They're back for a new adventure. Which looks remarkably like their old one.

STARRING ..... Will Smith, Tommy Lee Jones, Rip Torn, Lara Flynn Boyle, Rosario Dawson, Tony Shalhoub, Jack Kehler, Peter Graves, David Cross
DIRECTOR ..... Barry Sonnenfeld
CERTIFICATE ..... PG
PRICE £24.99

Go and get an encyclopedia. Don't worry – we'll wait. Now open it to the page that features Huge Crushing Disappointment. Notice the picture that runs alongside the word? Yep, that's a still from Men In Black 2. Working on the basis that all sequels really need to deliver is more of the same to keep the faithful fans flocking back to the multiplex, MIIB (to give it the no-brainer 'promotional title') cynically pumps out almost exactly the same story – with one or two minor tweaks – while managing to arrive devoid of the original's wit and charm.

It's taken the studio suits long enough to greenlight a sequel to 1998's surprise smash – though one suspects that they were saving up Sainsbury's Reward Points to be able to afford Will Smith, Tommy Lee Jones *and* the effects budget – and now we get the result. But, like the dodgy mess of a child's wonky science project, the chemistry's completely off.

This time J has to find his partner and the reunited MIB team must stop an evil alien (the slinky Lara Flynn Boyle) from getting hold of an alien device with the power to destroy the world. Which is completely different from the first film, in which the team had to get together to, er, stop an evil alien from, um, finding a device with the power to destroy the world. Only this time, the entire human cast is out-acted by a talking dog. Oh, the embarrassment. Yet if there's anything that saves MIIB (there's that stupid name again) from being a total waste of time, it's the yapping pooch. Frank the canine has all the best lines and delivers them with style. In comparison, Will Smith has all the appeal of a lame Lassie sidekick.

INSIGHT

- Michael Jackson appears as an agent.
- Famke Janssen was originally cast as the villain ahead of Boyle.
- An unshot, but planned ending involved New York's Twin Towers.

SLACK IN BLACK

Back when Smith and Jones were going through the motions for MIB 1, the X-Files craze was at its peak and people were ready for a knowing, smart comedy which poked fun at the whole concept of conspiracies. After years of cash-ins, seeing the same old trotted-out material isn't just disappointing, it's annoying.

And as for the effects – when you've got Hollywood's top SFX wizards at your disposal, it helps if you keep a closer eye on quality control. For while there's a healthy level of spectacle on display here, there are also some utterly shoddy visuals that feel cobbled together at the last minute – which is little surprise given how often the script was re-written. And, as they've had since 1998 to get it right, the fact that the screenplay is so dull is all the more jarring. It's lazy. It goes for the easy joke every time. It's not inventive. Men In Black 2 just has so little to recommend it. Those who demand little from sequels except for one or two new gags will likely enjoy it, but everyone else would be better off breaking out their old DVDs and enjoying a film that actually works. PSM2

DOLLAR WILL: We're just happy that Smith is still making the big bucks. No, we are.

ALIEN BUSTER'S CHOICE

1 **MEN IN BLACK**
The original and still champion in the comedy/unfriendly alien genre.

MARS ATTACKS!
Tim Burton may not have hit success with this, but it's still fun.

MEN IN BLACK 2
If you really, really must. Really.

PSM2 VERDICT

EXTRAS
Audio commentary Men In Black training video trailers alien broadcast alternative ending outtake Creature Feature featurettes behind the scenes featurettes multi-angle scene deconstructions music video DVD ROM features.

OVERALL
They're back, they're wearing black, and they're kicking interstellar ass with great aplomb. Shame they forgot the plot.

55
BLACKLUSTRE

©The Kobal Collection

NOT ANOTHER TEEN MOVIE

OUT UK NOW

STARRING ..... Chyler Leigh, Mia Kirshner
DIRECTOR ..... Joel Gallen
CERTIFICATE 15
PRICE £19.99

And so the gross-out spoof eye finally falls on the teen movie genre, like you always knew it would. You might be asking yourself why a genre which is already a campy, spoofy comedy needs to be needled by the post-modern patrol. The answer is... er... actually, it doesn't. Not Another Teen Movie is a fitfully successful parody of '80s teen classics (yer Breakfast Clubs, yer Pretty in Pinks) and '90s romancers (the likes of She's All That and co). Blending those with American Pie via Scary Movie (what a truly horrible thought), it's strictly for fans of yuk-flavoured yuks. PSM2 **45**

DOGTOWN AND Z-BOYS

OUT UK NOW

STARRING ..... Tony Hawk, Sean Penn (Voice)
DIRECTOR ..... Stacy Peralta
CERTIFICATE 15
PRICE £19.99

The Z-Boys of the title are the Zephyr Skateboard team, who had a huge effect on North American culture. Everything from the language to the clothing of today has been affected by their style and their moves. And even if you normally shy away from documentaries, you have to check this one out. Narrated by Sean Penn, it's essential viewing, directed by one of the former boarders and infused with his unique insight into what made them tick. If you can't get enough of *Tony Hawk's Pro Skater 4*, you're going to love this. Hell – it might even teach you some new tricks. PSM2 **73**

ALSO RELEASED

STAR TREK 2: THE SEARCH FOR SPOCK-SPECIAL EDITION
Released Out Now **Cert** PG **Price** £19.99
A little plodding, but still an entertaining adventure romp and another chance for the portly Shatner to ham it up. **70**

A BETTER TOMORROW - SPECIAL EDITION
Released 27 Jan **Cert** 18 **Price** £19.99
Director John Woo set the template for his cops 'n' robbers with this cracking action-fest. It's Woo through and through. **78**

PROJECT A 2
Released Out Now **Cert** 15 **Price** £19.99
Jackie Chan's still trying to clean up organised crime as officer Dragon Ma in this corking kung-fu follow-up. **80**

UNFORGIVEN
Released Out Now **Cert** 18 **Price** £19.99
Clint plays a retired gunslinger forced back to his shootin' ways in this superbly crafted Oscar-scooping oater. **80**

DON'T SAY A WORD
Released Out Now **Cert** 15 **Price** £17.99
Michael Douglas sleepwalks through a lame thriller with dull twists. One for the Douglas-o-philes only. Both of you. **25**

THE HARDER THEY FALL
Released Out Now **Cert** 15 **Price** £9.99
Bogart's sportswriter is forced to help throw a boxing match. Will he do the right thing? You'll enjoy finding out. **58**

COMING SOON

DOG SOLDIERS
3rd Feb
£17.99

THE COUNT OF MONTE CRISTO
3rd Feb
£19.99

ONCE UPON A TIME IN CHINA TRILOGY BOX SET
3rd Feb
£29.99

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PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

Days just weren't invented with videogames in mind. If they were, then they'd be twice as long to fit in all the satisfying play time required. After enduring guff like *4X4 Evolution 2*, which we've got to play so you don't have to, we have to rob loved ones of our attention just so we can play the games we love. While our supper is going cold, we're chasing that elusive 'Aces Wild' hole-in-one trophy ball in *Tiger Woods PGA Tour 2003*. As for our *Pro Evo 2* Master League teams they're so rammed with wage-hungry stars we've got to win every game by at least six goals just to break even. So God, if you're reading, more hours please...

3

HARRY POTTER AND THE CHAMBER OF SECRETS

What a month it's been for the speccy scarface – riding high in the charts of three countries simultaneously. And for a Western game to chart in Japan, it must be pretty good – even though it isn't.

4

GTA: VICE CITY

What! The greatest game ever made only at number four? This must mean either (a) Smith's have a shortage of copies and haven't been able to meet demands, or (b) you've just been buying it elsewhere.

6

FIFA 2003

At last, a game that the licence deserves! There's been plenty of *FIFA* play here, as Dan demolished all comers to win an EA compo. The prize? M&S vouchers. That's him sorted for pants, then.

CHARTS FOR MONTH ENDING NOVEMBER 29TH

WH Smith

PS2 TOP 15

Wa-hey! It's the charts. As sponsored by WH Smith's. We'd strongly recommend that you buy our magazine there – as opposed to, say, loitering in the aisles and reading it while we're trying to get at the crisps. *Jesus.*

Position	GAME NAME	Publisher	Developer
1	James Bond 007 In... Nightfire	EA	Eurocom
2	Lord Of The Rings: The Two Towers	EA	EA
3	Harry Potter and the Chamber of Secrets	EA	EA
4	Grand Theft Auto: Vice City	Rockstar Games	Rockstar North
5	Tony Hawk's Pro Skater 4	Activision	Neversoft
6	FIFA 2003	EA	EA Sports
7	Pro Evolution Soccer 2	Konami Europe	KCE Tyo
8	Spyro: Enter The Dragonfly	Universal Int	Check Six Games
9	WWE Smackdown! Shut Your Mouth	THQ	Yukes
10	Dragonball Z: Budokai	Infogrames	Bandai
11	Ratchet & Clank	SCEE	Insomniac Games
12	Kingdom Hearts	SCEE	Squaresoft
13	Colin McRae Rally 3	Codemasters	Codemasters
14	LMA Manager 2003	Codemasters	Codemasters
15	Conflict: Desert Storm	SCi	Pivotal Games

JAPANESE TOP 5

1	Taikou No Tatsujin	Namco	Namco
2	Toruneko's Grand Adventure 3	Enix	Enix
3	Pop 'n' Music 7	Konami	KCEO
4	Harry Potter and the Chamber of Secrets	EA Square	EA
5	Medal of Honor: Frontline	EA Square	EA

US TOP 5

1	Grand Theft Auto: Vice City	Rockstar Games	Rockstar North
2	Kingdom Hearts	Disney Interactive	Squaresoft
3	Lord Of The Rings: The Two Towers	EA	EA
4	Harry Potter and the Chamber of Secrets	Midway	Midway
5	Tony Hawk's Pro Skater 4	Activision	Neversoft

PSM2'S TOP 5IVE

What's been wearing out our office PS2

1. GTA: Vice City

2. Mortal Kombat: Deadly Alliance

3. Pro Evolution Soccer 2

4. Kingdom Hearts

5. The Getaway

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HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES — 72
Publisher> Konami
Version> PAL **Issue**> #11
An action-lead game that'll satisfy slash-em-up fiends.

AIRBLADE — 77
Publisher> Sony
Version> PAL **Issue**> #16
Not deep enough to offer limitless trick potential

ALONE IN THE DARK: THE NEW NIGHTMARE — 66
Publisher> Infogrames
Version> PAL **Issue**> #15
Dumps any pretensions of originality for lumpen familiarity

BALDUR'S GATE: DARK ALLIANCE — 70
Publisher> Virgin Interactive
Version> PAL **Issue**> #17
Fast, good-looking and addictively fun to play.

BATMAN VENGEANCE — 48
Publisher> Ubi Soft
Version> PAL **Issue**> #17
Super-game turned super-villain thanks to daft level design.

BLADE 2 — 51
Publisher> Activision
Version> PAL **Issue**> #28
By-the-numbers hitting that doesn't capture the film

BLOOD OMEN 2 — 79
Publisher> Eidos
Version> PAL **Issue**> #22
A horror romp with great atmosphere and visuals.

CASPER: SPIRIT DIMENSIONS — 48
Publisher> TDK Mediactive
Version> PAL **Issue**> #22
Non-threatening junior gaming with a shiny veneer. Dull

DEVIL MAY CRY — 90
Publisher> Capcom
Version> PAL **Issue**> #15
Blindingly gorgeous and cracking to play

DNA: DARK NATIVE APOSTLE — 37
Publisher> Virgin Interactive
Version> PAL **Issue**> #16
Makes you work extremely hard for very little gain

DRAKAN: THE ANCIENTS' GATES — 75
Publisher> Sony
Version> PAL **Issue**> #20
Cracking adventure let down by seen-it-all-before gameplay.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE — 52
Publisher> Sony
Version> PAL **Issue**> #18
Illogical puzzles and missions – distinctly average stuff.

EOE: EVE OF EXTINCTION — 71
Publisher> Eidos
Version> PAL **Issue**> #22
Fun at times but mainly boringly familiar

EXTERMINATION — 78
Publisher> Sony
Version> PAL **Issue**> #09
Action, gunplay and panic, despite an unoriginal story.

FATAL FRAME — 77
Publisher> Tecmo
Version> NTSC **Issue**> #23
Stylish and immensely frightening.

FELLOWSHIP OF THE RING, THE — 70
Publisher> Vivendi Universal
Version> PAL **Issue**> #30
A half-decent attempt to do this epic tale justice.

FRANK HERBERT'S DUNE — 22
Publisher> Cryo
Version> PAL **Issue**> #20
Remedial AI, ham-fisted controls and a terrible game

GIANTS: CITIZEN KABUTO — 80
Publisher> Interplay
Version> PAL **Issue**> #17
Good level design and the novelty of playing as three sides.

GRAND THEFT AUTO 3 — 92
Publisher> Take 2
Version> PAL **Issue**> #16
Amoral. And the attention to detail keeps you hooked.

GRAND THEFT AUTO: VICE CITY — 97
Publisher> Rockstar Games
Version> NTSC **Issue**> #29
BEST ACTION TITLE The best that videogaming can offer

HEADHUNTER — 81
Publisher> Sony
Version> PAL **Issue**> #19
An action adventure of Hollywood proportions from Sega.

HITMAN 2: SILENT ASSASSIN — 89
Publisher> Eidos
Version> PAL **Issue**> #28
A rock-solid, free-form adventure.

ICO — 85
Publisher> SCEA
Version> NTSC **Issue**> #17
Strikes new ground for creative gaming. Less, literally, is more

LEGION: LEGEND OF EXCALIBUR — 70
Publisher> Midway
Version> PAL **Issue**> #27
Satisfactory, if flawed – A good, solid fantasy, though.

MAX PAYNE — 82
Publisher> Take 2
Version> PAL **Issue**> #19
Stylish, dark and violent but marred by ropey looks.

MDK2 ARMAGEDDON — 76
Publisher> Interplay
Version> PAL **Issue**> #09
Some inventive ideas let down by basic design flaws

METAL GEAR SOLID 2 — 96
Publisher> Konami
Version> PAL **Issue**> #20
Worth every bit of the hype.

MUMMY RETURNS, THE — 46
Publisher> Vivendi
Version> PAL **Issue**> #17
Flawed controls and stilted gameplay. Not fun

ONI — 62
Publisher> Take 2
Version> PAL **Issue**> #07
Hi-tech combat lost in dull environments

ONIMUSHA — 80
Publisher> Capcom
Version> PAL **Issue**> #07
Survival horror with the emphasis on carnage not tension.

ONIMUSHA 2 — 89
Publisher> Capcom
Version> NTSC **Issue**> #22
A perfect balance of strategy and combat.

ONIMUSHA 2 — 89
Publisher> Capcom
Version> PAL **Issue**> #27
Great combat, beautiful effects and diverting puzzles

OPERATION WINBACK — 68
Publisher> KOEI
Version> NTSC **Issue**> #08
Compelling, but nowhere near *MGS2*

PRISONER OF WAR — 73
Publisher> Codemasters
Version> PAL **Issue**> #24
Good idea and atmosphere, but slow moving.

RESIDENT EVIL CODE: VERONICA X — 80
Publisher> Capcom
Version> PAL **Issue**> #13
This revisit to zombie hell is familiar, but scary, stuff

RUNE: VIKING WARLORD — 56
Publisher> Take 2
Version> PAL **Issue**> #13
Visually inept at times, but still enough fun to interest.

SHADOW OF ZORRO — 35
Publisher> Cryo
Version> PAL **Issue**> #20
Far too clumsy to be anything that approaches fun

SHADOW MAN: 2ECOND COMING — 68
Publisher> Acclaim
Version> PAL **Issue**> #20
Brave, enjoyable, but ultimately flawed

SHIFTERS — 40
Publisher> 3DO
Version> PAL **Issue**> #24
Save your cash for *Onimusha 2*

SILENT HILL 2 — 88
Publisher> Konami
Version> PAL **Issue**> #15
This version's short, but the impact is unrivalled.

SOUL REAVER 2 — 78
Publisher> Eidos
Version> PAL **Issue**> #17
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE — 70
Publisher> Activision
Version> PAL **Issue**> #24
Very hard in places, but still good fun

STATE OF EMERGENCY — 75
Publisher> Take 2
Version> PAL **Issue**> #20
Non-stop, entertaining violence that's just a bit too shallow.

SUPERMAN: SHADOW OF APOKOLIPS — 48
Publisher> Atari
Version> PAL **Issue**> #29
Great hero, very average game

TERMINATOR: DAWN OF FATE — 49
Publisher> Infogrames
Version> PAL **Issue**> #28
Nicks all the best ideas from other games

THING, THE
Publisher> Vivendi
Version> PAL **Issue**> #27 — 83
A brilliant adaptation of a unique movie.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
The bad level design is only the start of many problems

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help, either

ZETTAI ZETSUMAI TOSHI
Publisher> Irem Software
Version> NTSC **Issue**> #24 — 78
Dodgy control system, but generally very entertaining.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
Thoughtful, funny and addictively gentle

ACTION-STRATEGY

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 79
Cheap and pretty with legions of machines.

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 — 75
An explosive title with a frustrating difficulty level

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure.

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue**> #20 — 71
A lack of innovation leaves this as just a decent update.

GHOST RECON
Publisher> Ubi Soft
Version> PAL **Issue**> #30 — 65
Great tension, but slow and largely uneventful.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 — 86
A rare combination of brains and guns – looks good, too.

REIGN OF FIRE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #30 — 71
A flight sim with scales.

SOCOM: US NAVY SEALS
Publisher> SCEA
Version> NTSC **Issue**> #30 — 82
Well worth a look, but you'll need broadband...

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 — 36
Simplistic, one-dimensional and extremely dull racer.

AIR RANGER RESCUE HELICOPTER
Publisher> Midas
Version> PAL **Issue**> #29 — 24
One of the most maddening games we've ever played.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 — 62
The lack of variety extinguishes the long-term appeal

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 — 80
Undeniably an incredibly addictive, but short, arcade hoot

GAUNTLET
Publisher> Midway
Version> PAL **Issue**> #10 — 32
Best as a multiplayer, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 — 29
An arcade-perfect conversion of a dull shoot-em-up.

GUNDAM: FEDERATION VS ZEON
Publisher> Infogrames
Version> PAL **Issue**> #29 — 39
Shallow, repetitive, tired and relentlessly tedious

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 — 79
A beautifully crafted thrill with an undeniable sense of style

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 — 51
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue**> #25 — 66
Fun, but basic beat-em-up. No contest for *Tekken*.

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 — 79
Not a great deal of depth, but lots of explosions, acrobatics and fun

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 — 83
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 — 83
Enormous comic bosoms are sadly no substitute for solid two-player scraps.

DRAGON BALL Z: BUDOKAI
Publisher> Infogrames
Version> PAL **Issue**> #30 — 60
Competent enough, but won't impress non-fans.

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 78
Sparky, but not quite as good as *Capcom Vs SNK 2*

JO JO'S BIZARRE ADVENTURE
Publisher> Capcom
Version> NTSC **Issue**> #27 — 55
Inadequate play mechanics don't do the manga strip justice

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 — 60
This could've been something special, instead it's dull

LORD OF THE RINGS: THE TWO TOWERS
Publisher> EA
Version> PAL **Issue**> #29 — 76
A bit simplistic and repetitive

MARVEL VS CAPCOM 2
Publisher> Capcom
Version> PAL **Issue**> #29 — 84
Brilliant fun with a frighteningly deep fighting system

ROCKY
Publisher> Rage
Version> PAL **Issue**> #29 — 84
Wins on points and nostalgia value.

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue**> #25 — 74
An excellent idea, reasonably well done

SCORPION KING, THE: RISE OF THE AKKADIAN
Publisher> Vivendi/Universal
Version> PAL **Issue**> #29 — 23
Cack-handed combat.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 — 79
A worthwhile update of an elderly series.

TEKKEN 4
Publisher> SCEE
Version> PAL **Issue**> #27 — 90
BEST BEAT-EM-UP PS2's premier fighter.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 — 87
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 — 66
A passable evening's rented entertainment

UFC: THROWDOWN
Publisher> Ubi Soft
Version> PAL **Issue**> #27 — 75
A well-realised game offering something genuinely different.

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 — 87
The most challenging fighter for ages

WWE SMACKDOWN! SHUT YOUR MOUTH
Publisher> THQ
Version> PAL **Issue**> #29 — 82
Astounding for fans, adequate for everyone else.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 — 80
More a next-gen tweaking of *Know Your Role*.

BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue**> #24 — 58
Too hard for kids and too repetitive for the rest of us. Who is this aimed at?

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 — 60
Lots of funny and genuinely impressive moments.

FREQUENCY
Publisher> SCEE
Version> PAL **Issue**> #23 — 83
Fast and furious button-mashing

GITAROO MAN
Publisher> THQ
Version> PAL **Issue**> #22 — 79
Rhythm action the way it should be

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 — 50
Tiny Disney fans will enjoy it, however briefly

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue**> #22 — 70
Entertaining, but not as inventive as *Gitaroo Man*.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 — 78
The sherbet-flavoured antidote to everything that's bleak on PS2.

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue**> #20 — 56
Stylish, sci-fi bemani with frustrating gameplay.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 — 40
An essentially dull SUV racer.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 — 58
Extremely average arcade shoot-and-race effort

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 — 70
A pity that SCEA didn't compromise on the realism

AUTO MODELLISTA
Publisher> Capcom
Version> NTSC **Issue**> #28 — 80
PS2's best arcade racer – but still doesn't beat *GT3*

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 — 88
An ideal foil to *GT3*'s smart-arsed sensibilities.

BURNOUT 2: POINT OF IMPACT
Publisher> Acclaim
Version> PAL **Issue**> #28 — 91
Beautiful, emotional racing. Essential

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 — 65
The action is pacey, but the dodgy graphics let it down.

CIRCUS MAXIMUS: CHARIOT WARS
Publisher> THQ
Version> PAL **Issue**> #25 — 55
Gimmicky racer with paper-thin novelty value.

COLIN MCRAE RALLY 3
Publisher> Codemasters
Version> PAL **Issue**> #29 — 88
McRae's long-awaited PS2 debut is a triumph.

CRASHED
Publisher> Rage
Version> PAL **Issue**> #28 — 31
Half-hearted effort that feels like a bonus section.

DOWNFORCE
Publisher> Titus
Version> PAL **Issue**> #23 — 64
Adequate F1 racing, but a little too predictable.

DRIVEN
Publisher> bam! Entertainment
Version> PAL **Issue**> #17 — 46
Dumb, vacuous, tired and shallow.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 — 57
Over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13 — 60
Close, but absolutely miles away at the same time.

FERRARI F355 CHALLENGE
Publisher> SCEE
Version> PAL **Issue**> #27 — 67
A stylish effort that's just too damn hard for its own good

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 — 84
A rewarding challenge for anyone willing to rise to it.

FORMULA ONE 2002
Publisher> SCEE
Version> PAL **Issue**> #29 — 68
The most complete package yet, let down by stupid errors.

F1 2001
Publisher> EA
Version> PAL **Issue**> #15 — 84
An accessible racer for everyone, with depth for veterans

F1 2002
Publisher> EA
Version> PAL **Issue**> #24 — 84
One of the most accessible simulators we've seen.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 — 47
A poor quality title – basically a PSone game on PS2

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 — 66
Fine – just don't expect too much of it.

FREEKSTYLE
Publisher> EA
Version> PAL **Issue**> #25 — 59
A pastiche of *SSX* without the originality or depth.

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> #16 — 49
Spend 40 quid on a Scalextric kit instead.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13 — 93
BEST RACING TITLE Astounds and challenges

GRAN TURISMO CONCEPT
Publisher> Sony
Version> NTSC **Issue**> #19 — 80
New cars, but GT pros might feel short-changed.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA
Publisher> SCEE
Version> PAL **Issue**> #25 — 79
Dumbed down version of *GT3*: short but playable.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> #16 — 74
Lovely to look at, but uninspiring to play

GUMBALL 3000
Publisher> SCi
Version> PAL **Issue**> #29 — 73
Superfast road racing that's fun while it lasts.

JET ION GP
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 07
Worst PS2 game ever. 'Nuff said.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue**> #18 — 38
About as half as good as *Splashdown* in every respect.

KNIGHT RIDER
Publisher> Koch Media
Version> PAL **Issue**> #30 — 27
An ill-conceived and painful little game.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue**> #18 — 42
Simple racing for tots with some decent construction.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12 — 73
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE
Publisher> Infogrames
Version> PAL **Issue**> #19 — 65
A simple game, but provides smooth thrills and giggles.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 60
Cloying controls + poor racing = lacklustre experience.

MASTER RALLYE
Publisher> Microids
Version> PAL **Issue**> #24 — 55
Fun but flawed – it smacks of an early release.

MICRO MACHINES
Publisher> Infogrames
Version> PAL **Issue**> #30 — 59
A game of its time – which was about seven years ago.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 — 72
Some nice touches that are compromised by the graphics.

MOTO GP2
Publisher> Namco
Version> PAL **Issue**> #19 — 71
Solid racing and a few extras, but no great shakes.

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 — 78
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 — 62
An ordinary addition to an ordinary racing genre.

MX SUPERFLY
Publisher> THQ
Version> PAL **Issue**> #27 — 72
Better than *Freekstyle* – but doesn't measure up to the best.

NEED FOR SPEED
Publisher> EA
Version> PAL **Issue**> #29 — 88
Adrenaline-scorched racing.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> #17 — 40
Manages to enrage and bore at the same time.

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15 — 60
Intnguing racer with uninspired and tepid presentation

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 — 43
A bright and solid dinky racer. Cheap as well.

PRO RALLY 2002
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 68
Passable induction to rallying, but not as good as *WRC*.

RALLY CHAMPIONSHIP
Publisher> SCi
Version> PAL **Issue**> #24 — 56
An average game with the occasional bad bit.

RALLY FUSION: RACE OF CHAMPIONS
Publisher> Activision
Version> PAL **Issue**> #29 — 68
One of the better B-list rally games.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 — 56
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 — 72
Fast, undeniably attractive and always fun to play

RIDING SPIRITS
Publisher> Bam! Entertainment
Version> PAL **Issue**> #27 — 46
Fairly reasonable motorbike jaunt, but quite frustrating.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 — 76
Arcade-style knockabout racing at its idiotic best

SHOX
Publisher> EA
Version> PAL **Issue**> #28 — 61
Fails to show off enough to make it a must-have.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 — 75
Not enough one-player depth to really engage

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 — 77
Too intense and samey.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 — 75
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 — 45
A flawed karter despite having a diddy Darth Maul

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 — 38
We can't be arsed to play this again and neither will you.

STUNTMAN
Publisher> Atari
Version> PAL **Issue**> #26 — 74
Frustrating, but gripping gameplay.

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 — 36
Spend £30 on *Burnout* instead – this is a waste of time.

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue**> #22 — 45
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE
Publisher> Infogrames
Version> PAL **Issue**> #23 — 64
Fast and fun but lacks innovation

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> #16 — 44
No originality – it's more reliant on luck than skill

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18 — 13
Utterly rubbish

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 — 76
Feels lightweight next to *Crazy Taxi*. But great design

TOCA RACE DRIVER
Publisher> Codemasters
Version> PAL **Issue**> #26 — 82
Stylish storytelling – but just not as good as *GT3*.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 — 38
No taunts, betting or revving up at the lights. Weak.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 — 62
Like an attractive 3D *Pac-Man*, only in small cars.

V-RALLY 3
Publisher> Infogrames
Version> PAL **Issue**> #24 — 81
A solid satisfying racer.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 — 63
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 — 71
Frustrating controls make this an exasperating ride.

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> #19 — 73
Other killer apps on PS2 relegate this to a shiny sequel

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 — 87
Looks ace and handles brilliantly.

WORLD RALLY CHAMPIONSHIP 2 EXTREME
Publisher> SCEE
Version> PAL **Issue**> #29 — 85
One for true enthusiasts and no-one else

WRECKLESS: THE YAKUZA MISSIONS
Publisher> Activision
Version> PAL **Issue**> #30 — 38
Brainless, loud and daft.

XTREME EXPRESS
Publisher> Midas
Version> PAL **Issue**> #29 — 60
Bizarre and original enough to warrant 15 quid.

FIRST-PERSON SHOOTER

DEUX EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue**> #22 — 88
Clever, pacey and plot-heavy. Most detailed FPS yet.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 — 90
If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 — 88
Every element thrown in so fast you can't help but enjoy it.

JAMES BOND 007 IN... NIGHTFIRE
Publisher> EA
Version> PAL **Issue**> #30 — 78
Agent Under Fire reheated.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 — 89
A supremely atmospheric and absorbing experience.

MEN IN BLACK 2: ALIEN ESCAPE
Publisher> Infogrames
Version> PAL **Issue**> #26 — 42
A rough shoot-em-up that does nothing new.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 — 85
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 — 88
An entertaining action adventure that's not without flaws.

RED FACTION 2
Publisher> THQ
Version> PAL **Issue**> #29 — 85
An enjoyably brainless, highly destructive romp

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 — 41
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 — 64
A PC port that's a fraction of the game it should be

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 — 75
Frayed around the edges, but it plays tightly enough.

SUM OF ALL FEARS, THE
Publisher> Ubi Soft
Version> PAL **Issue**> #29 — 57
Repetitive, short and unimaginative

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 — 86
Great multiplayer, challenges and Level Editor

TIMESPLITTERS 2
Publisher> Eidos
Version> PAL **Issue**> #28 — 95
BEST FPS TITLE Zen-balanced gameplay

TUROK EVOLUTION
Publisher> Acclaim
Version> PAL **Issue**> #27 — 71
A conventional shooter that replicates rather than innovates

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 — 82
Excellent single-player mode. Fails badly in multiplayer.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 — 80
Superb in places with some genuinely thrilling moments.

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 — 43
Uninspiring, prosaic and lifeless

LETHAL SKIES
Publisher> THQ
Version> PAL **Issue**> #27 — 63
More Fökker than F14 – this flawed flier fails to take off.

RC SPORTS COPTER CHALLENGE
Publisher> Xicat Interactive
Version> PAL **Issue**> #29 — 36
About as much fun as pulling your eyelashes out

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 — 79
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 54
Awkward controls, tiny arenas and spiteful difficulty.

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 — 56
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 — 70
Big respect from us

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 — 74
Lush battles and loads of strategy – a bit like chess

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 — 46
A derivative title that's very average

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 — 63
Panic action that'll leave you grinning.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 — 84
BEST MECH TITLE Short, but intense battling action.

PLATFORMER

APE ESCAPE 2
Publisher> SCE!
Version> NTSC **Issue**> #30 — 80
Exactly like the original, only bigger and more attractive

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 — 66
Next-gen reworking of Crash's 32-bit past glories.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 35
A lame game launching on the back of a successful film

DISNEY'S STITCH: EXPERIMENT 626
Publisher> Disney
Version> PAL **Issue**> #27 — 64
A capable and enjoyable platformer. If you're six.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 29
Stunningly basic and enormously dull... even for kids.

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> #19 — 30
Commits every platform sin and the plot's baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 — 79
Nearly a classic – but repetitive with a short lifespan.

FROGGER
Publisher> KCEA
Version> PAL **Issue**> #22 — 25
For easily impressed children only.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 — 51
More playable and less 'weird' would've helped.

HAVEN: CALL OF THE KING
Publisher> Midway
Version> PAL **Issue**> #29 — 81
Excellent ideas in need of some pruning.

JAK & DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 — 85
Massive, gently enthralling and fun

KLONOA 2
Publisher> Namco
Version> PAL **Issue**> #10 — 73
Visually beautiful with well-machined gameplay.

MAXIMO
Publisher> Konami
Version> PAL **Issue**> #20 — 84
Ace for hardcore gamers, but very tricky in places.

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue**> #19 — 41
Cunning use of cutscenes doesn't make a decent game.

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue**> #20 — 50
A decent adventure for pre-school sprogs.

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 — 55
Masks solid platforming behind unbalanced level design

RATCHET & CLANK
Publisher> SCEE
Version> PAL **Issue**> #29 — 91
BEST PLATFORMER A labour of love on every crafted level.

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue**> #18 — 48
A blend of racer/platform/shooter, and a right mess, too.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 68
The characters are for kids, the gameplay's for adults.

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
Publisher> THQ
Version> PAL **Issue**> #25 — 64
Competently designed, by-the-numbers platforming.

SPYRO: ENTER THE DRAGONFLY
Publisher> Universal Interactive
Version> PAL **Issue**> #30 — 68
A breezy, traditional platformer.

TAZ: WANTED
Publisher> Infogrames
Version> PAL **Issue**> #28 — 70
Great fun for a quick platforming fix.

TREASURE PLANET
Publisher> Sony
Version> PAL **Issue**> #29 — 75
Not that polished, but not a decision you'd regret

TY THE TASMANIAN TIGER
Publisher> EA
Version> PAL **Issue**> #29 — 50
Made with the most soulless corporate agenda in the world.

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue**> #04 — 71
A solid, if slightly small, puzzler.

EGGO MANIA
Publisher> Kemco
Version> PAL **Issue**> #27 — 40
Pointless reshuffle of the old puzzle-game mainstays.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 — 85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 — 78
Proves that puzzlers don't have to be about blocks.

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue**> #22 — 52
Odd, boring and average. More strange than fun.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 — 78
Little more than a buffing up of the classic game.

TETRIS WORLDS
Publisher> THQ
Version> PAL **Issue**> #23 — 32
Pointless fingering of an old-skool puzzler.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 — 60
Stinks of quality and does the job properly.

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 53
If you're having a crap party then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> #11 — 81
Manages to mould RPGs into something refreshing.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 — 80
Smells of entertainment rather than drudgery.

EVERBLUE
Publisher> Capcom
Version> PAL **Issue**> #24 — 51
There's no excitement here at all. Put that cash away

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 — 35
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue**> #23 — 91
BEST RPG The game that all the others want to be.

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 45
Dated and dire. The combat system is utterly wasted.

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 70
Solid-enough critter-battling gameplay.

KINGDOM HEARTS
Publisher> Square
Version> NTSC **Issue**> #23 — 87
An enchanting action RPG, but a little too rambling

KINGDOM HEARTS
Publisher> SCEE
Version> PAL **Issue**> #29 — 88
Instantly accessible and beautifully realised.

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue**> #24 — 54
Moody and incompetent RPG – only for hardcore fans

LEGAIA 2: DUEL SAGA
Publisher> Eidos
Version> PAL **Issue**> #28 — 59
Attempts to put a new spin on the RPG, but fails short.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 — 56
A brash attempt to defy RPG with facile gameplay.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 — 80
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 — 70
A game with massive aspirations.

SUMMONER 2
Publisher> THQ
Version> PAL **Issue**> #29 — 73
Usurps the original, but not much inspiration or invention

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11 — 47
Encouraging, but looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> #11 — 18
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 — 40
A lazy banged-together rehash of established concepts.

CONTRA: SHATTERED SOLDIER
Publisher> Konami
Version> NTSC **Issue**> #30 — 73
Rock-hard retro action.

DINO STALKER
Publisher> Capcom
Version> PAL **Issue**> #26 — 58
Capcom's best lightgun game yet, but still too lumbering.

ENDGAME
Publisher> Empire
Version> PAL **Issue**> #25 — 49
Hackneyed lightgun game with no replay value

FIREBLADE
Publisher> Midway
Version> PAL **Issue**> #24 — 68
Thrilling early on, but slack gameplay in stealth mode

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10 — 86
BEST SHOOT-EM-UP Lots of stuff to do, humour and extras.

GUNGRAVE
Publisher> Sega
Version> NTSC **Issue**> #27 — 79
Criminally short, but impossibly cool.

GUNGRAVE
Publisher> Activision
Version> PAL **Issue**> #30 — 68
Big fun, but tiny, *tiny* gameplay.

IRON ACES 2
Publisher> Xicat Interactive
Version> PAL **Issue**> #20 — 17
A confusing travesty that looks absolutely terrible.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> #15 — 63
Dumb knockabout fun – like a diet version of *Twisted Metal*.

NINJA ASSAULT
Publisher> SCEE
Version> PAL **Issue**> #27 — 68
Entertaining enough, but comes up short everywhere.

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> #18 — 35
A bizarre scrolling 2D snapper that lacks any substance

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> #19 — 49
Only a pathetic 14 minutes long in Story mode.

REZ
Publisher> Sony
Version> PAL **Issue**> #18 — 66
Clever, but not half as innovative as it thinks it is

ROBOTECH: BATTLECRY
Publisher> TDK Mediactive
Version> PAL **Issue**> #30 — 69
Possibly the best-looking cartoon robot game out there.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> #16 — 67
After an evening with this you'll have had your fill.

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #22 — 80
Accomplished, attractive, plot-driven and bloody good fun

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 — 85
Atmospheric, exciting, and full of explosions

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 — 78
A fantastic coin-op conversion.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14 — 70
An explosive charge into occupied territory

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 67
Limited, low-level mission structure

TWIN CALIBER
Publisher> Rage
Version> PAL **Issue**> #28 — 32
Nice idea, poorly handled.

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 — 80
Fast and frenetic – we like the way this sick carnage plays

UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue**> #25 — 62
Attractive and playable aquatic combat.

VIRTUA COP: ELITE EDITION
Publisher> Acclaim
Version> PAL **Issue**> #30 — 44
Looks as tired as it plays.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 — 69
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11 — 29
Halliwell-thin and totally inadequate gameplay.

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 — 65
Thorough and insightful, but could get up your nose

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22 — 86
The best football management sim you can get for PS2

LMA MANAGER 2003
Publisher> Codemasters
Version> PAL **Issue**> #29 — 84
Fabulously well implemented and easy to grasp.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22 — 71
Nearly great but too much focus on individual flair.

AKIRA PSYCHO BALL
Publisher> Bandai
Version> NTSC **Issue**> #25 — 47
A ball-breakingly average pinball sim

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24 — 83
Very entertaining. Almost a contender to the *Hawk* crown

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 — 72
A quality two-player game of hardball.

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23 — 74
Impressive gameplay, but a little pedestrian.

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 — 64
A bit ropey looking and retro but competent

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

BMX XXX
Publisher> Acclaim
Version> PAL **Issue**> #30 **58**
Good core gameplay lost in a treacle of humourless smut

CENTRE COURT HARDHITTER
Publisher> Midas
Version> PAL **Issue**> #19 **62**
Poor one-player – the four-player is ace, though

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 **41**
A ham-fisted effort that's rotten to look at and to play.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 **76**
Bugs aside, this still has some impressive moves on PS2

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue**> #24 **24**
A tragic attempt at a footie game. Barely playable

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 **59**
Solid, but let down by unforgivable graphical glitches.

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24 **72**
Great graphics, but it still lags behind the NBA series.

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 **63**
A jolt of bemani can't save it from looking tired.

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 **55**
Immaculate presentation but lacks any variety.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 **68**
Bang up-to-date. Marred by a reliance on character stats.

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 **62**
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 **70**
The unforgiving learning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 **69**
The authenticity's admirable, but the poor Career mode isn't.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 **69**
Flawed play and patchy presentation.

FIFA 2003
Publisher> EA
Version> PAL **Issue**> #29 **81**
A refreshing alternative, and a huge improvement

FOOTBALL MANIA
Publisher> Silicon Dreams/EA
Version> PAL **Issue**> #29 **49**
Nowhere near as much fun as it appears.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22 **39**
Joyless horse racing sim, without polish or imagination

GRAVITY GAMES BIKE: STREET, VERT, DIRT.
Publisher> Midway
Version> PAL **Issue**> #28 **48**
Too hard, too restrictive and not enough initiative

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24 **71**
An arcadey alternative to *All-Star*.

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24 **56**
No PS2 magic here, but at £15 a pop, who cares?

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12 **07**
A rubbish game, repackaged and aimed at young fans

ISS2
Publisher> Konami
Version> PAL **Issue**> #22 **55**
Full of promise, but delivers a poor performance.

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20 **38**
About as mad as a pair of brown brogues. Very dull

KELLY SLATER'S PRO SURFER
Publisher> Activision
Version> PAL **Issue**> #28 **75**
Slickly-produced, hard-working water-borne fun

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 **79**
Compromised by some nasty graphical glitches.

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22 **36**
Half the price of *Bass Strike*, and half the game as well

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18 **71**
For veteran 'smart marks' – fantastic. A worthwhile effort

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23 **75**
Engaging, but not to everyone's taste.

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue**> #15 **87**
If you own *Madden 2001*, it's definitely time for a trade-in

MADDEN 2003
Publisher> EA
Version> PAL **Issue**> #28 **88**
A lesson in how to make the definitive sports simulation.

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue**> #23 **61**
No match for *Knockout*.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 **72**
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17 **70**
Legible tattoos don't enhance a simple roster update.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 **70**
As fun as the *NBA Jam* series ever was

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11 **74**
A funky take on basketball that's hard-hitting instant fun

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue**> #25 **61**
Not the greatest tennis game ever, and hard work

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15 **70**
The gameplay's tight and the visors shiny

NHL 2003
Publisher> EA
Version> PAL **Issue**> #28 **69**
No spark, not much fun

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16 **72**
A belting title that transcends its steep learning curve

NHL HITZ 2003
Publisher> Midway
Version> PAL **Issue**> #28 **80**
A solid-hitting hockey game.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 **45**
Skimps in the areas it should be concentrating on

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16 **95**
Faultless footy. Crap commentary

PRO EVOLUTION SOCCER 2
Publisher> Konami
Version> PAL **Issue**> #29 **94**
BEST FOOTBALL TITLE Konami retains the PS2 footy crown

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 **82**
Boxing that looks good and makes you laugh

RED CARD
Publisher> Midway
Version> PAL **Issue**> #23 **80**
Arcade-paced action – not as good as *Pro Evolution*

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 **80**
A damn fine – if a little simple at times – game of rugby

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19 **39**
None of the punch of an arcader or the substance of a sim

SEGA SOCCER SLAM
Publisher> Infogrames
Version> PAL **Issue**> #30 **36**
A lazy attempt at 'fun' footy

SHAUN PALMER'S PRO SNOWBOARDER
Publisher> Activision
Version> PAL **Issue**> #18 **35**
Lacks the flair and playability of both *Tricky* and *THPS3*

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #23 **87**
Up there with the best sports titles on PS2

SLAM TENNIS
Publisher> Infogrames
Version> PAL **Issue**> #25 **77**
Smart arcade-style tennis sim – similar to *Virtua Tennis*

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16 **95**
Very cool. Compulsive gameplay and riotous effects

STREET HOOPS
Publisher> Activision
Version> PAL **Issue**> #28 **64**
Gameplay imbalance turns this into a B-ball also-ran

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE
Publisher> 3DO
Version> PAL **Issue**> #26 **08**
An absolute shocker

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 **70**
A round of golf with ludicrous cartoon characters

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 **68**
Capable of running itself without any help from you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14 **71**
Deceptive playability with some excellent detailing

THIS IS FOOTBALL 2003
Publisher> Sony
Version> PAL **Issue**> #28 **74**
Reasonable footy game, but an excellent player-manager.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 **72**
It captures the feel and emotion of golf perfectly

TIGER WOODS PGA TOUR 2003
Publisher> EA
Version> PAL **Issue**> #30 **80**
EA and Tiger bring home another winner

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17 **96**
A brilliantly-realised challenge

TONY HAWK'S PRO SKATER 4
Publisher> Activision
Version> PAL **Issue**> #30 **94**
BEST SKATING TITLE Free-roaming, tough and addictive

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue**> #22 **22**
Don't waste your cash – this plays like a damp dog.

TRANSWORLD SURF
Publisher> Infogrames
Version> PAL **Issue**> #26 **72**
An enjoyable first attempt at digital surfing

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12 **56**
Stilted animation and odd ball movement. Shame

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18 **48**
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14 **80**
This realistic boxer falls just short of greatness

VIRTUA TENNIS 2
Publisher> Acclaim
Version> PAL **Issue**> #30 **88**
The most complete tennis game around

WINNING ELEVEN 6
Publisher> Konami
Version> NTSC **Issue**> #24 **93**
The most divinely-balanced, free-flowing footie game ever.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14 **76**
Captures the atmosphere and realism of the game

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue**> #23 **36**
Woefully inept attempt at tarting up dull tennis

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15 **76**
Overflowing with tactical subtlety.

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue**> #24 **56**
The one-dimensional combat melts any long-term appeal

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue**> #24 **79**
A gripping balance of action and strategy

DYNASTY TACTICS
Publisher> Koei
Version> PAL **Issue**> #29 **59**
Tidy looks, but frustrating control system

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 **74**
Takes Japanese strategy into the major league

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20 **66**
Looks epic but lacks depth. One for RTS fans

UTILITY

EJAY CLUBWORLD
Publisher> Empire Interactive
Version> PAL **Issue**> #26 **84**
A solid, fuss-free choice for the amateur DJ

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10 **90**
If there's music in your soul, this disc belongs in your PS2.

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue**> #19 **23**
Poor – but the naff video generating element's a laugh.

REMEMBER...

Absolute PS2 includes all the games you should be considering and all the lemons you should avoid. Don't even consider a purchase until you've got the only opinion on PS2 gaming that matters. Don't forget to see the DVD for our Must Buys...

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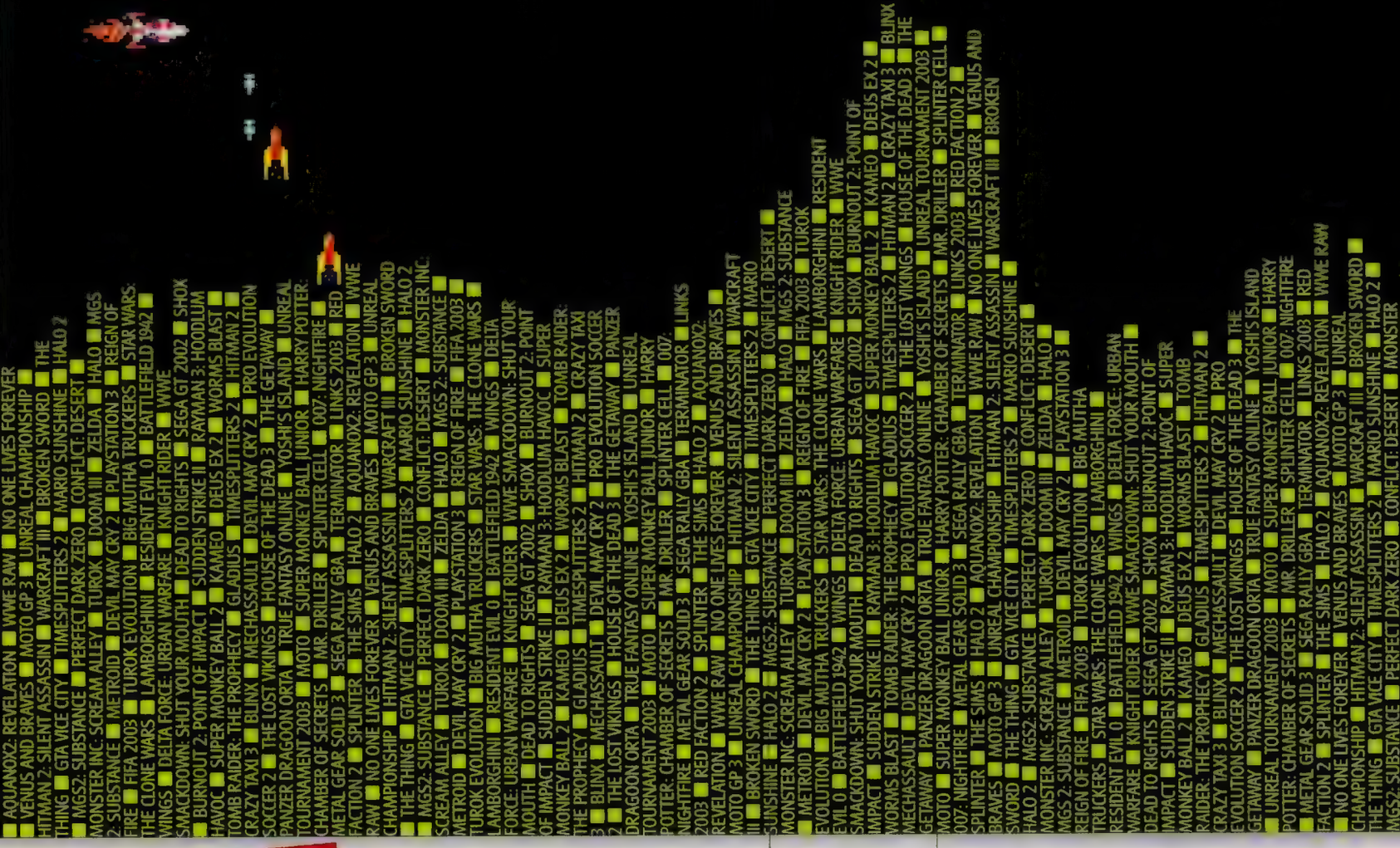

FROM THE MAKERS OF...

NEW!

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PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロ/ヒント

PORN STAR 'PUTTING IT ABOUT' ON PLAYSTATION 2 SHOCKER!

DAN

Bless 'em. All they want to do is become 'serious' actresses, but while waiting patiently beside that phone for the casting directors to call, there's bills that need paying, right? And so it happens, sucked into the seedy Hollywood underworld, that the inhibitions go out the window, the clothes come flying off and before they know it there's a bunch of tooled-up blokes patiently queuing. What the hell are we talking about? Adult artists, that's what, and one of the most famous of all, Miss Jenna Jameson, has taken some well-earned time out from, ahem, blowing trumpets, to make cameo appearances in a couple of recent high-profile PS2 games.

First there was *GTA: Vice City* in which the starlet lent her vocal talents to the Candy Suxxx character (you can play as her by pressing ◎, R2, ↓, R1, ←, →, R1, L1, ⊗ and L2 during play) and now she pops up in *Tony Hawk's Pro Skater 4*.

NEED HELP?
Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

Where? You might well ask, because only players skilled enough to scrap together every available dollar in the game will find her. That's right, complete every challenge, grab every loose flapping note that litter the levels and complete every gap and you should accumulate $100,000. Take this wad to the store and you can buy Daisy – AKA Ms Jameson in all her silicon-enhanced glory. You can have a quick letch at her for less by buying the 'Outtakes' movie as well. What next? Ron Jeremy swinging his 'sword' around in *Devil May Cry 2*? Oh, for the love of god, no...

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

TOWERS ABOUT IT: Fuel your fellowship with these scorching Orc-battling tips.

›THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

Firing out white-hot shards of advice like a belt-driven Gatling tips-cannon. Or something.

THE LORD OF THE RINGS: THE TWO TOWERS

Enter these after pausing the game and holding L1 + L2 + R1 + R2...

Restore health:
△, ↓, ⊗, ↑

Restore ammunition:
⊗, ↓, △, ↑

Add 1000 experience points:
⊗, ↓, ↓, ↓

Level 2 skills:
◎, →, ◎, →

Level 3 skills:
△, ↑, △, ↑

Level 4 skills:
□, ←, □, ←

Level 5 Skills:
⊗, ⊗, ↓, ↓

To get the rest of these codes to work, you must first complete the game...

Invincibility:
△, □, ⊗, ◎

Unlimited missile weapons:
□, ◎, ⊗, △

Devastating attacks (hold △):
□, □, ◎, ◎

All combo upgrades:
△, ◎, △, ◎

TIP OF THE MORNIN'
KELLY SLATER'S PRO SURFER

Proof positive that cutting through water in an oil-polluted ocean isn't as much fun as cutting your knees at a glass-strewn skate park. Nevertheless, here are some codes (to be entered at the Cheats screen in the Extras menu) to make swallowing the toxic juice a less frequent occurrence.

Unlock everything	7145558092
Unlock all surfers	9495556799
Unlock all surf spots	3285554497
Unlock all surf boards	6195554141
Unlock all surf suits	7025552918
Unlock all tricks	6265556043
Maximum stats	2125551776
Higher jumps	2175550217
Perfect balance	2135555721
First-person view	8775553825
Trippy graphics	8185551447
Play as Tony Hawk	3235559787
Play as Freak	3105556217
Play as Travis	8005556292
Play as Rainbow	8185555555
Play as Tiki God	8885554506

Small enemies:
△, △, ⊗, ⊗

Slow motion:
△, ○, ⊗, □

RED FACTION 2

This one has more cheats than you can shake a rifle at. Go to the Cheats screen in the Extras menu...

Unlock everything:
□, ○, △, ○, □, ⊗, △, ⊗

Unlock all normal options:
△, △, ⊗, ⊗, □, ○, □, ○

Level select:
○, □, ⊗, △, □, ○, ⊗, ⊗

Super health:
⊗, ⊗, □, △, □, △, ○

Unlimited ammo:
□, △, ⊗, ○, □, ○, ⊗, △

Unlimited grenades:
○, ⊗, ○, □, ⊗, ○, ⊗, ○

Rapid rails:
○, □, ○, □, ⊗, ⊗, △, △

Bouncy grenades:
○, ○, ○, ○, ○, ○, ○, ○

Gibby explosions:
△, ○, ⊗, □, △, ○, ⊗, □

Gibby bullets:
○, ○, ○, ○, △, ⊗, ○, ○

Instagib ammo:
⊗, ⊗, ⊗, ⊗, □, ○, ⊗, ⊗

Director's cut:
□, ⊗, ○, △, ○, ⊗, □, △

RATCHET & CLANK

After defeating Drek, go to the 'Goodies' menu and complete one of the following combos.

Big head mode for Ratchet
Press Flip Back (x3), Full Second Crouch, Stretch Jump, Full Second Glide.

Big head mode for Clank
Press Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch.

Big head mode for enemies
Press Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Full Second Crouch.

Temporary invincibility whenever health is full
Press Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4). You will gain about thirty seconds of invincibility whenever a Life Blue ball us collected.

Trippy contrails
Press Wall Jump (x10), Double Jump, Hyper-Strike. You will see an effect behind you during rail slides.

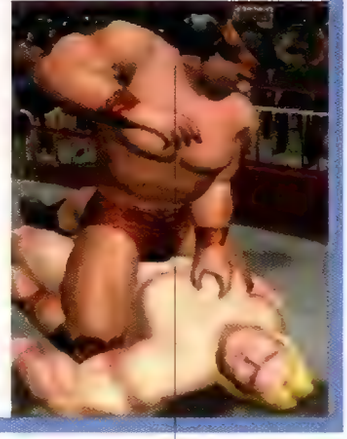
FRAGGING HELL: Fight the power and bust through a huge fraction of *Faction*, with these codes.

BRYANT'S HAYSTACKS

Longtime readers won't be surprised to learn that PSM2's dep ed was – apparently – once known as the beardy nemesis of Big Daddy. Bryant *is* Haystacks – or Bryant's Haystacks – do you see?

"Hello! Sorry [deep voice] *Hello*. Yes, after I got tired of being belly-splashed, I lost 37 stone and became a games journalist. But when I'm getting nostalgic, I just go to the main menu on *Legends of Wrestling* and press: ↑, ↑, ↓, ↓, ←, →, ←, →, △, △, ○. It unlocks all my favourite wrestlers, you see."

Ho-ho! Next month, Bryant's Causeway! Any suggestions on how we might crowbar a joke out of that will be welcomed.



AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code for these AR2 codes to work.

Pro Evolution Soccer 2 (M)
0E3C7DF2
1853E59E
E14740EE
BCA99C80

Infinite cash
D171129E
BCB8DDC2

Unlock all Free Agents
D1725A36
BBA89A82
D1725A32
BBA89A82

Unlock all teams
D1725A2E
BBA89A82

Colin McRae Rally 3 (M)
0E3C7DF2
1853E59E
EE96C916
BCD1C832

All Cars
FE925B97
BCA99B82

All Difficulties
FE925B0F
BCA99B82

All Tracks
FE925BBF
BCA99B82

Ford Super Focus
FE925B37
BCA99B82

All Parts
FE925B67
BCA99B82

Grand Theft Auto: Vice City (M)
0E3C7DF2
1853E59E
EE8CDC8A
BCBBBD9A

Infinite health & armour
DE8FFFFE
F8AEDD4B
DE8FFFFA
68EE9EEB
DE8FFF86
68EE9EEF
DE8FFF82
BF899B8B
DE8FFF8E
02A99BA7
DE91CA1A
C8AC9A43

Max money
DE4279D2
C19E7B82
DE4279DE
C19E7B82

Never lose weapons
DE83D4CE
BF899B8B
DE83D4CA
BCA99B83

All packages
DE4279DA
BCA99BE7

Freeze mission timer
DE97F3E6
BCA99B83

Game 100% complete
DEB3DCA2
FFC39B83

PRO TIPS

'TEST AN EXPERT'

TEST... CHARLIE JOLSON

He's a geezer. He's a tea leaf. He's the Elephant and Castle wot kidnapped Mark Hammond's kid. He's Charlie f'in Jolson! *Slaaag.*

EAT MY SCHOLES: Give Claudio Polez the right name poor lamb. And a better haircut.

MISS-SPELT

Dear PSM2,

Is it possible to find out all the real player and club names (including hidden teams) for *Pro Evolution Soccer 2* so that they can be changed in Edit Mode? Also, do you know the ultimate team in Master League – the team which would have the highest stats for each individual player?

Lee Ormerod, via email

There are team rosters posted all over the net with the real player names featured, try pointing your browser to www.gamefaqs.com and looking up *Pro Evolution Soccer 2*.

As for the 'perfect' team, this is down to individual taste. Just enter the negotiations screen, apply for transfers and then browse through your rival ML teams, international squads and Free Agent lists. When you find a player with mostly tasty stats, press R2 and that player's stat lists will be frozen to the right of the screen. You can then find another 'hot' player and compare their stats side by side, thus making it easier to make a buying decision.

So I dan this one geezah – quick Scooby Doo in the Niagaras, an' he went dahn like a bleedin' light.

SPLIT-MISS

Dear PSM2,

I am an owner of *TimeSplitters 2* and I think that it's one of the best games ever. I like the way they put minigames in, like Anaconda – I found it in the Time Crystal location on the first level (Siberia). I know that there are two more games in there somewhere – but where?

Conor, County Galway

In the Neo Tokyo level, on the Normal difficulty setting, you'll find the Astrolander minigame in the second locker on the right, behind the police upload point (in the hideout). The other game, Retro Racer is under the stairs in the last big room in the Robot Factory on the Hard difficulty setting.

And his bird, right, she couldn't keep her jazz bands off my three card trick ... bladdy disgastin', it wos ...

BLOB'S A GOOD 'UN: It's worth buying an invincibility power-up for the scrap with Nightmare.

MISS-HIT

Dear PSM2,

I'm just playing *Devil May Cry* and am stuck on the bit where you have to fight the big bit of slime with lots of bosses in it, you know, where you have to get to the bit where you insert the Staff of Hermes. Can you give some tips for beating this boss?

James Hall, via email

The key to defeating him is to light up the runes around the side of the room by slashing them with your sword. When these're lit, Nightmare will go solid and release a sphere for a limited time – which you need to hack at to weaken him – before it's sucked back in and he returns to a liquid form. Another way to defeat him is to allow him to swallow you, so you'll have to fight Phantom, the first spider boss in his belly. Do this and you'll be spewed back out and a big chunk of Nightmare's energy bar will be vaporised, making him even easier to beat.

My old man ... said follow the van, and don't dilly-dally on the way ... geezah! Sorted! Slaaag!

MISS-STAKES

Dear PSM2,

I've started to play *GTA: Vice City* and was wondering about a few things: when can you start buying the strip club and other buildings? Also, how can I get my criminal rating up?

Thomas Campbell, via email

VERCETTI SLICKER: Want the strip club first, hmm? Sod it - why not just buy a bongo pamphlet?

You can start buying assets once you've completed the 'Shakedown' mission and each asset has its own goal to perform for it to make you money. To get your criminal rating up, just stop yourself from getting busted by the cops. Do this, complete a few missions and your rating will be back in the black.

No, I don't know what I'm talking about either. I'm a classically trained actor, you know.

BAFFLED?

SHARE YOUR SUFFERING WITH PSM2...

Next month, we'll have an entirely new tips guru at the helm – Scorpion, or Dr Spong from *Haven*, perhaps. Or possibly someone actually funny. Don't be shy, if you've got a gaming conundrum, send your query to... Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk.

BYTESIZE

HARRY POTTER AND THE CHAMBER OF SECRETS
On the second day of school, go to the Quidditch practice and complete the training with a 'B' rank or better to get the Nimbus 2000 flying broomstick.

SPACE CHANNEL 5
Pause the game during play, then hold L1 + L2 and press ○, △, □. Press START to resume playing and the game will continue by itself under CPU control, thus making it easier to beat those gruelling bops.

SPYRO: ENTER THE DRAGONFLY
Once you have defeated Ripto, go back to any level with missing treasure on and press L3 and R3 (pressing both sticks down) to make Sparks point to the hidden gems.

TIGER WOODS PGA TOUR 2003
Use a memory card with a *Tiger Woods PGA Tour 2002* save on it to instantly unlock the Black Rock Cove course. A save from any other EA game will also net you a cash bonus.

THE THING
When someone's trust is in the orange zone and they won't do anything for you, enter first-person mode and point a gun at their head for three seconds. They will now be 'gently persuaded' to help.

TONY HAWK'S PRO SKATER 4
On the Zoo level, in front of the hippo pool, are a couple of telescopes. If you stop in front of either one by pressing ↓, you'll be able to look through to see two hippos humping...

NBA LIVE 2003
It's possible to unlock frightening hip hop lyric-spitter, B-Rich in *NBA Live*. Simply enter the Create-a-Player screen and enter DOLLABILLS as a last name. He'll appear in the free agent pool.

max
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PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of gaming masters. Within these bamboo-and-paper walls you'll find only the greatest gaming ninjas. Join us...

NEW LEAGUES

WIN! **JANUARY SCALES** A new year, new leagues to scramble up and new readers booting past masters into touch. We didn't think such talents could be improved upon but, once again, you've proved us wrong.

PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks' work experience can be a nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements this month with a stack of seasonal booty. **PSM2**

HOW TO BE FAMOUS!

1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it... We only want new chart entries, and we update our listings every month.

2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.

3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).

4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkeys. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.

5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.

PRO DOJO CHECKLIST: BINGO!

✓ Photo ✓ Video ✓ Entry Form

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date is Thursday 16th January. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

TIMESPLITTERS 2

Completion times dropping like booze-woozy cab fares as the masters of this league start to blow the ungunworthy out of contention.

GLASS SMASH
Bricking It

26.4	Tom Ward
28.0	Will Meredith
32.9	Michael Hunt
34.9	Tim Williams
36.7	Mark McDonnald

INFILTRATION
Silent But Deadly

31.8	Wayne Drummond
33.9	Robert Milly
34.6	John O'Conner
35.0	Duncan Thatcher
38.7	Rich Merriot

BANANA CHOMP
Gone Bananas

47.4	Will Meredith
49.9	Michael Hunt
50.1	Tom Ward
54.6	Michael Roy
56.8	James Bradford

CUTOUT SHOOTOUT
Take 'em Down

4000	Will Meredith
3550	Michael Hunt
3525	Michael Roy
3500	Robet Anthony
3250	Peter Mawer

NEW CHALLENGE!

HITMAN 2 SILENT ASSASSIN

NEW CHALLENGE!

You need a Silent Assassin ranking – that's no alerts, no wasted bystanders and 100% stealth rating – to rank at this sniper's convention.

ANATHEMA

4'25"	Will Meredith
7'27"	Richard Culling
7'56"	Barry Johnson
8'21"	David Mill
8'36"	Casper Baker

ST PETERSBURG STAKEOUT

6'22"	Will Meredith
6'25"	Tim Appleby
6'45"	Jonathan Smith Howell
6'48"	Douglas Buntrock
7'22"	Graham Burgess

KIROV PARK MEETING

5'47"	Will Meredith
7'59"	Joshua Stanard
8'16"	Febus Woodard
8'22"	Daniel Bale
8'47"	Alastair Sait

INVITATION TO A PARTY

3'22"	Will Meredith
8'23"	Adam Mayall
8'44"	Paul Brown
9'03"	Simon Codling
9'32"	Adrian Cliff
9'56"	Shaun Rodwell

TRACKING HAYAMOTO

8'43"	Toby Johnson
8'48"	Tomas Merriott
9'12"	Adam Savage
9'18"	Ken Wagatsuma
9'28"	Gary Driver

BURNOUT 2

No clever clever reversals please, just the tracks listed below, any vehicle you fancy and a motorcade full of curb careering thrills.

NEW CHALLENGE!

AIRPORT TERMINAL 3

0'35"279	Chris Hill
0'39"137	Paul Morgan
0'39"546	Sam Coogan
0'40"933	Peter Waits
0'41"016	Darren Camp

AIRPORT TERMINAL 1&2

1'23"120	Chris Hill
1'35"398	Simon Mathews
1'35"667	Ian Hammond
1'36"055	Peter O'Neil
1'38"001	Raymond Cutts

INTERSTATE LOOP

1'02"459	Chris Hill
1'11"223	Dean Loftus
1'11"886	Sam Coogan
1'13"278	Roger Wright
1'15"983	Mark DeWale

88 INTERCHANGE

2'26"699	Chris Hill
2'50"768	Julian Parker
2'50"773	John Goldstein
2'51"560	Kevin May
2'52"046	Richard Smith

PALM BAY HEIGHTS

1'07"580	Chris Hill
1'25"901	Peter O'Neil
1'26"006	Tim Woodley
1'27"776	Phoebus Roe
1'28"282	Uri Magnuson

PALM BAY MARINA

1'37"039	Chris Hill
1'45"098	Brian Kerr
1'46"018	Paul Mitchel
1'46"299	Tim Woodley
1'47"125	Graham Tyler

SUNRISE VALLEY DOWNTOWN

0'46"959	Chris Hill
0'52"119	Daniel Jenkins
0'52"643	Melvin Warner
0'54"000	Don Mower
0'54"333	Nathan Rodgers

SUNRISE VALLEY SPRINGS

1'14"834	Doug Perry
1'15"128	Carl Winstaff
1'18"000	Jason Alexander
1'18"720	Chris Hill
1'19"007	Robert Combs

BIG SURF GROVE

1'18"159	Chris Hill
1'20"727	Tim Robinson
1'21"553	Ray Jenkins
1'21"932	Wilf Parker
1'22"121	Jason Alexander

BIG SURF SHORES

1'48"659	Chris Hill
1'54"835	Thomas Willard
1'55"223	Daniel Compton
1'58"064	Lee Chang
1'59"991	Trevor Kadel

CRYSTAL SUMMIT PEAK

0'51"519	Chris Hill
0'58"859	Giles Attenborough
0'59"552	Ralph Stocks
1'00"703	Paul Stanard
1'02"555	Felix Taylor

CRYSTAL SUMMIT LAKE

2'13"233	James Young
2'13"876	Kevin Bull
2'14"939	Chris Hill
2'15"767	Tony Woods
2'17"049	Nicholas Wyatt

OCEAN SPRINT

2'19"009	Sam Hardy
2'19"677	Joe Cater
2'00"316	Doug Weaver
2'01"259	Peter O'Neil
2'02"760	Mathew Hurren

HEARTBREAK HILLS

2'15"886	Lee Jervis
2'15"893	Adrian Spells
2'17"002	Hugh Potter
2'17"665	Luke Harvey
2'19"054	Jim Webster

FREEWAY DASH

2'45"788	Julian Long
2'45"838	Lionel Elliott
2'47"703	Hugh Potter
2'48"123	Karl Hirons
2'50"070	Andrew Baron

GRAN TURISMO 3

Will this ever end? Not while there's breath left in our hardcore *GT3* fans. Seat yourself inside the Castrol Supra and mail your best Free Ride Arcade times to us.

SUPER SPEEDWAY

0'24"306	Vaughan Welsh
0'26"696	Daniel Byatt
0'27"701	Tommy Willumsen
0'27"744	James Gott
0'27"786	James Walker

MIDFIELD RACEWAY

0'57"409	Vaughan Welsh
0'57"426	Freddy Jenssen
0'57"726	Tommy Willumsen
0'57"799	James Gott
0'57"923	James Walker

SMOKEY MOUNTAIN

0'49"403	Graham Greenall
0'49"582	James Walker
0'52"295	Vaughan Welsh
0'56"629	Christopher Hill
0'56"644	Chadi Samad
0'57"861	James Gott

TRIAL MOUNTAIN

1'04"681	Vaughan Welsh
1'06"337	Freddy Jenssen
1'07"605	Tommy Willumsen
1'07"835	James Gott
1'08"124	Aedan Sherry

SWISS ALPS

0'56"784	Kim Saarinen
0'58"669	Christopher Hill
1'02"484	James Walker
1'04"600	James Gott
1'04"681	Vaughan Welsh

TONY HAWK'S PRO SKATER 4

Want to avoid PSM2's truck stop? Then keep clear of the Career mode and mix up you runs with a decent spread of tricks and varied lines. Repetitions will earn you nothing but Dan's eternal scorn.

NEW CHALLENGE!

COLLEGE

20,185,878	Daniel Mosley
18,834,222	Jake Douglas
9,456,020	Carl McCally
5,543,190	William Green
3,223,123	Charlie Cook

SAN FRANCISCO

17,882,326	Dan Bedwood
15,221,002	Jamie Morgan
6,667,943	Bob Travis
4,784,113	Martin Brooker
3,198,987	Ralph Evans

ALCATRAZ

22,562,021	Steve O'Neil
20,854,203	Jamie Morgan
19,441,000	Michael Polson
13,888,345	Tim Crosby
10,675,101	Doug Gysler

KONA

17,776,092	Liam Collet
15,722,178	Richard Garret
7,212,888	Jamie Morgan
7,100,567	Rob Bickley
5,789,322	James McKenzie

SHIPYARD

30,098,654	Alex Richardson
29,689,100	Nigel Brand
25,654,289	Vince Pratt
10,333,190	Brian Moore
8,000,145	Daniel Mosley

LONDON

10,417,894	Daniel Mosley
9,817,004	Mark Stone
8,296,332	Ray Warrel
7,016,070	David Smith
6,603,609	Peter Cramp

ZOO

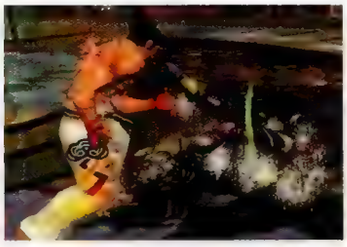
15,257,134	Ian Gillingham
14,226,239	Jensen Holzer
12,009,876	Morris Eade
12,000,006	Paul Jallif
8,789,333	Christian Scott

CHICAGO

15,603,342	Charles Windstaff
15,057,642	Steve O'Neil
12,876,174	Tony Harrison
7,631,597	Rodney Cox
6,647,324	Mathew Jones

CARNIVAL

16,445,408	Paul Dennis
14,486,987	Jonathan Griffiths
14,005,679	Rodney Cox
10,757,442	Martin Prince
8,164,597	Robert Brent



TEKKEN 4

Survival Mode's where it's at for this one. Just pick your favourite character and batter away until someone floors you.

NEW CHALLENGE!

SURVIVAL MODE

Wins	Character	
18	Paul	Conner O'Hara
17	Nina	Douglas Molloy
15	Paul	Neil Ward
14	Yoshimitsu	John Midgley
12	Heihachi	Sam Vincent

IN THE DOJO

›PLACES FOR FACES

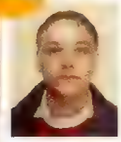
WINNER! **WILL MEREDITH**
Rodney, you plonkahhh...

Look into those red, red eyes and know that this is the man yanking Agent 47's choke chain. He's fast, inventive and quieter than a felt glove puppet.

WINNER! **TOM WARD**
Schumacher, the early years...

He may have only opted for two of our four *TimeSplitters 2* challenges, but it's already pipe and slippers time for Tom. Our advice... Don't get yourself too cosy.

WINNER! **JOHN KEIGHLEY-BRAY**
You raaaaang?



Must fight the system, must fight the competition, must fight myself with two entries per month! Take that (oof), and that (ow), and that (stop it).

WINNER! **JAMES WALKER**
Fringe benefits...

Whod have thought a combined interest in *Dragon Ball Z*, Care Bears and German super cars would make you this good at *GT3*? Simply mindboggling.

WINNER! **'BAD' BRAD WARD**
Captain cholesterol...

Brad's jumped the gun a bit but earns himself an honourary mention here, thanks to shooting a biplane out of the sky in *GTA: Vice City*. Sterling work.

This month it'sssssss... the game of your choice fellas. Mail in your requests and we'll sort them out for you sharpish. As for the rest of you wannabees, get those entries in for an equal chance of gaming immortality and a brand new selection of prizes next issue.

COLIN MCRAE RALLY 3

NEW CHALLENGE!

No room for all the global stages so we've just concentrated on the UK ones here. Any car, any team, any driver... Go, go, go!

TOP TIMES

Warwick

2'51"84	Rodger Woods
2'52"07	Derek Stocks
2'53"01	Robert Tyler
2'53"06	William Sykes
2'53"27	Dean Lockheart

Stone Leigh

3'00"92	Robert Tyler
3'01"44	Paul Curry
3'02"38	Tom Norlund
3'02"93	Charlie Cooke

Little Cawford

2'18"62	Peter Radcliff
2'18"88	Derek Stocks
2'19"23	Simon Mathews
2'20"56	Dan Storr
2'22"04	Sam Leveritt

Llangurig

3'06"40	Robert Tyler
3'34"65	Carl Thompson
3'39"87	John Midgely
3'40"45	Rodger Woods
3'41"00	Andrew Manson

Llyn Clywedog

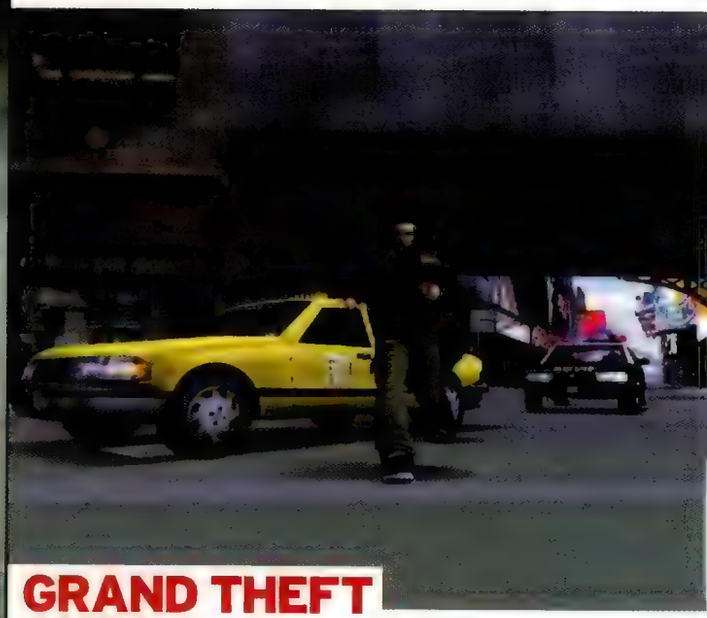
2'22"40	Robert Tyler
2'23"68	Chris Lewis
2'23"87	John Townsend
2'25"05	Chris Worrell
2'25"54	William Sykes

Rhayader

2'54"24	Shaun Henderson
2'54"43	Daniel O'Sullivan
2'54"78	Paul Curry
2'55"17	Derek Stocks
2'56"00	Charles Abram

Stonetthorpe

1'16"52	William Sykes
1'17"73	Lee Burton
1'17"96	Donney McCallum
1'18"32	Carl Thompson
1'18"59	Francis Collett



GRAND THEFT AUTO 3

Still here by popular demand while we put the finishing touches on our 'unique jump' challenge for next issue. Anyone fancy investing 36+ hours of air time and ousting Tommy?

THE CROSS TOWN TRAFFIC CHALLENGE

This is a real test of your driving skills. The challenge we've devised is simply this – get from the Shoreside Vale safe house to the the arch under Portland Island's lighthouse in the shortest time you possibly can. We're going to be easy on you, though – so anything goes, except for using the Dodo.

FASTEST TIME

1'10"00	Adam Justice
1'22"00	Tommy Willumsen
1'25"00	Shaun Selley

THE YOU'LL NEVER TAKE ME ALIVE! CHALLENGE

Enter the full health cheat (R2x2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑). Enter the full weaponry cheat (R2x2, L1, R2, ←, ↓, →, ↑, ←, ↓, →). Fire a rocket-launcher into Shoreside Vale cop station, and see how long you last. You can run, you can hide – but you *can't* enter any more cheats, pick up bribes or get a spray job.

LONGEST TIME

15'14"00	Karl Wood
11'46"23	James Febbupt
11'35"	Mithun Umrao

THE FLYING WITHOUT WINGS CHALLENGE

For how long can you fly the Dodo? How far can you make it off the unique jumps? We've managed some truly Evel Knievel-rivalling tricks via the physics of firing the Rhino's guns backwards and caning it off a hill.

LONGEST TIME

129,747 secs	Tommy Willumsen
9188 secs	Ari Luukkonenn
6581 secs	John Scott
6419 secs	Desmond Foley

CRAZY TAXI

An oldie, but still a goldie... We're not concerned with driver or mode of transport here, just hard cash.

ARCADE MODE

$68,750.44	James Hall
$65,000.00	Stuart Morrison
$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles

VIRTUA FIGHTER 4

A test of endurance and the sinew in your knuckles for this epic battler. Remember, you'll need to cover all criteria if you want to rank.

SURVIVAL MODE

Win Rate	Wins	Ranking	Character	
100%	1257	High King	Not stated	David Peacock
98%	1137	xxx	Vanessa	Dean Cash
98%	1056	xxx	Shun	Johnny Martin
97%	1122	xxx	Kage	Gareth Young
92%	978	xxx	Lion	Sam Vincent

SSX TRICKY

Feel free to stat your boarder up until they glow and then chuck them off any of the mountains listed here. All we ask is that you mail the resulting high scores and captured über-tricks to us for verification.

TOP SCORES

Snowdream

1,813,890	Alex Sandison
1,701,450	Alex Sandison
1,557,780	Jonathan Minott

Elysium Alps

2,730,740	Austin O'Toole
2,629,495	Sam Payne
2,591,760	Jeff Bell

Merqury City

2,828,640	Alex Sandison
2,594,165	Austin O'Toole
2,265,770	Sam Payne

Mesablanca

1,500,890	Alex Sandison
1,435,645	Austin O'Toole
1,036,880	Amanda Offord

Tokyo Megaplex

31,714,410	Lee Walker
2,409,945	Alex Sandison
2,198,630	Austin O'Toole

Pipedream

2,531,230	Austin O'Toole
2,325,820	John Norman
2,312,200	Anthony Portch

Garibaldi

2,133,850	Alex Sandison
1,983,820	Austin O'Toole
1,947,200	Chris Abnett

Alaska

2,123,410	Alex Sandison
2,075,255	Amanda Offord
1,837,801	Jeff Bell

TOP TIMES

Snowdream

1'47"93	Austin O'Toole
2'05"10	Frederick Astier
2'06"55	Alex Duffy

Elysium Alps

3'26"16	Austin O'Toole
3'28"38	Simon Baggott
3'30"14	Frederick Astier

Merqury City

2'31"26	Austin O'Toole
3'28"76	Gareth Russell
3'29"43	Carl Musgrove

Mesablanca

2'13"58	Austin O'Toole
2'16"74	Lee Walker
2'29"54	Andy Lyle

Tokyo Megaplex

2'26"44	Austin O'Toole
3'15"13	Dean Edwards
3'21"68	Damian Lobbet

Aloha Ice Jam

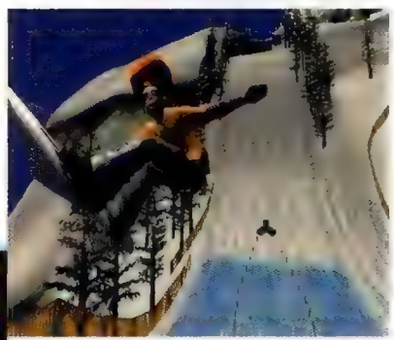
1'32"99	Austin O'Toole
1'37"64	Alex Duffy
1'40"75	Carl Musgrove

Garibaldi

2'38"54	Austin O'Toole
2'39"54	Carl Musgrove
2'40"43	Gareth Russell

Alaska

4'06"23	Andrew Stone
4'14"21	Austin O'Toole
4'23"56	Frederick Astier



A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

DEAD OR ALIVE 2

Not as damaging to your love life as our *VF4* challenge, but still a true test of both your beat-em-up survival and endurance skills.

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
47 Wins	Stephen Rutter

TIME ATTACK MODE

1'12"84	Bryan Henriquez
1'14"72	Jan M de Vlas
1'17"27	David R Holt

METAL GEAR SOLID SONS OF LIBERTY

MGS2 fans should be able to ace these bosses without breaking into a sweat as they limber up for the arrival of *Substance* in the leagues.

OLGA

00'16"94	James McNeela
00'17"92	Shaun Mannion
00'17"96	Lee Walker

FATMAN

00'21"78	James McNeela
00'25"22	Ryan Lee Cant
00'24"46	Lewis McKenzie

HARRIER

00'32"98	Lewis McKenzie
00'40"20	James McNeela
00'41"44	Desmond Foley

VAMP

00'01"88	James McNeela
00'02"92	Lee O'Halloran
00'03"12	Lee Walker

METAL GEAR RAY

00'07"26	James McNeela
00'08"92	Christopher Hill
00'08"92	Russell Porter

SOLIDUS

00'27"20	James McNeela
00'34"18	Lee Walker
00'40"46	Christopher Hill

OVERALL TIME

2:10:46	James McNeela
2:46:24	Lewis McKenzie
2:48:74	Desmond Foley

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

STATE OF EMERGENCY

Despite being another old face, this is actually one of the most volatile leagues in the Dojo.

THE CAPITOL CITY MALL

3-Minute Kaos

2,356,300	John Keighley-Bray
1,642,800	Daryl Turnbull
724,700	Carl Robinson

Last Man Standing

2.50	John Keighley-Bray
3.09	Sean Bedford
4.26	Anthony Rose

CHINATOWN

3-Minute Kaos

3,100,700	John Keighley-Bray
1,434,400	Daryl Turnbull
538,000	Danny Barham

Last Man Standing

3.29	John Keighley-Bray
5.07	Dean Cash
5.17	Anthony Rose

EAST SIDE

3-Minute Kaos

2,165,900	John Keighley-Bray
574,300	Danny Barham
532,700	Carl Robinson

Last Man Standing

1.51	John Keighley-Bray
2.49	Anthony Rose
3.21	Andrew Cooper

CORPORATION CENTRAL

3-Minute Kaos

2,005,200	John Keighley-Bray
625,500	Carl Robinson
608,400	Anthony Rose

Last Man Standing

3.57	John Keighley-Bray
8.35	Anthony Rose
10.33	Sean Bedford

PRO DOJO ENTRY FORM

PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ A VIDEO OF MY ACHIEVEMENT ❑
(Now put me on your DVD!)

I've got the following scores...

Game	Score

Name
Age
Address

GTA: VICE CITY

PART 2 DISCO

Put on your two-stripe tracksuit, pick up a golf club and a gat, an' get on your scooter – it's time to continue your reign of terror. Vice City's in the middle of a crime wave, and you're surfing it like Patrick Swayze.

grand theft auto Vice City

AIM OF THE GAME

Unless you've spent all of the last month improving your maximum wheelie distance to the dulcet warblings of Debbie Harry, you've surely completed all the main story mode missions by now. So you've made a name for yourself – now it's time to capitalise by taking over the whole goddamn city.

VICE TO SEE YOU

Ultimately, you'll be able to buy whole chunks of the city – but that means getting yourself some big money, and *that* means making connections and taking on bonus missions. These are everywhere – payphones, the people you've been introduced to – check them out, then rake in the cash for dealing out some automotive carnage. If only it was this easy in real life...

WHAT WE SAID...

GRAND THE FT AUTO: VICE CITY

PSM2 ISSUE #27 October 2002

"*Vice City*'s everything a sequel – everything a *game* should be. It's different, it tries things that haven't been done before."

WHAT WE SAY NOW

Rather than creaking under all the expectations, *Vice City* has flourished. Quite simply, it's the best that videogaming can offer. One of the best games ever made.

97

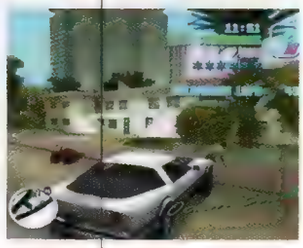
ASSASSINATION MISSIONS

ROAD KILL

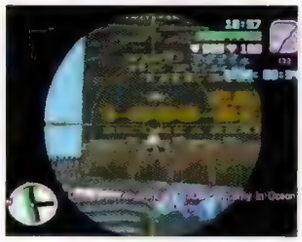
After the Jury Fury mission, the phone will ring. It tells you to head to the phone by the Washington Beach Mall, so do so. Answer the ringing payphone: you're required to kill pizza delivery man Carl Pearson before he can complete his 50 deliveries.

Follow the yellow dot on the map. The counter counts down rather quickly, but he's only riding a scooter. The easiest way is to simply ram him off his bike then run him over a few times. Problem solved.

Reward: $500



PIZZA THE ACTION: Whack the pizza delivery boy by knocking him off his scooter.



DIRTY SNIPER: Hit this fella with the Sniper Rifle – he makes an easy target.

WASTE THE WIFE

After the Mall Shootout get to the ringing phone in Vice Point. You're asked to take out someone's meddlesome wife, but you have to make it look like a car accident. Your first step is to steal a powerful car, so get hunting – if you want it to be even, steal a Comet. Park it on the blip on the radar and wait for the cutscene. Follow her car and ram it as hard as you can. This'll take about seven or eight hits, and you'll spend much of the collisions spinning out, so keep a check on her direction so you can right the car and head after her. You'll be told when the car is about to explode, so then back off and collect the reward.

Reward: $2000

AUTOCIDE

This mission requires you to wipe out a gang planning on hitting a local bank. Luckily they're currently going about their own business about town, ripe for you to take them out. Stock up on Armour, Health and Rockets beforehand. You only have ten minutes, so take the weapons provided and hop in a fast car.

Follow the yellow blip to the first target. He's on the billboard and quite easy to hit with the Sniper Rifle – one shot to the head will do. Follow the blip to the next guy. Park the car right over the entrance way to the place he's guarding and fire out of the car at his van. You'll do loads of damage. If he manages to get away, get your car in front of him and waste his van with a Rocket. As soon as it's totalled he'll escape, but there's no way he can survive if you hit him with a car.

Now follow the blip to the next unfortunate. You need to be quick with this pair, so a good way to start is to snipe the tyres of the waiting truck, so their escape is slowed down. One gets out, so run straight over him and use the drive-by to take out the truck. The next one is relatively simple. Get to the blip and snipe him on his boat. Nothing tricky about that. Make sure you're in a very fast car for the last target. He's spinning about the place

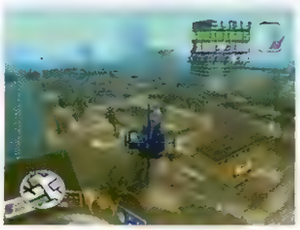
WIFE SENTENCE: After about eight hits, her car will explode. Simple as that.

TOUGH TRUCK: Aim at the van to total both it and the bloke inside. Keep your distance, mind.

ROCKET TO 'EM: Stock up on Rockets before Autocide – you've only got ten minutes.

SNIPE JONZE: Targets like this are easy – just be patient and make like Leon.

COP TARTS: Police cars are dead fast but it'll up your Wanted meter.



HELI PRESTON: Missions will go a heck of a lot faster if you've got one of these babies.

on a PCG motorbike, so it's imperative that you can keep up. Follow the map blip to him and side swipe him off his bike. Running him down will complete the challenge.
Reward: $4000

CHECK OUT AT THE CHECK IN

Answer the ringing phone in Escobar International Airport. Collect the Sniper Rifle nearby and follow the woman on the balcony from a distance. When she talks to someone you must kill him and collect his suitcase.

The easy part is sniping him. Wait until the conversation is over and he heads for the escalator. Pop him at the bottom of it and run and retrieve the briefcase.

Nab a fast car, although it can make the mission a whole lot easier if you've got a helicopter waiting outside. If you're in a car, make the journey to the East highway as it stretches as far as the drop off point. Make sure you're in the fastest car possible as you'll be attacked from all sides by police and criminals. If you fly, land the chopper on the roof and jump off.
Reward: $8000

LOOSE ENDS

You have to get to the ringing phone that's near the cherry popper company.

There's some merchandise on top of the company roof, but you have several henchmen to get past to reach it. Make sure you're equipped with Armour, full Health, Sniper Rifle and Shotgun.

Head into the compound with the Shotgun and auto aim on the thugs. The point here is to take any snipers out with the Rifle, but always use the Shotgun to take out the nearer ones. Aim for the cars, vans and barrels in the compound to kill anyone hiding near them. The large set of stairs is a great vantage point for you, so snipe the two guards on them then climb up and kill as many folk as possible from there.

Down on the ground, roof access is to the rear right side of the compound so head there and follow the roof to the top of the ice cream van area.

Go up the stairs and you'll see the package and a chopper. Walk along the ramps on the roof to surprise the thugs in wait and kill 'em all, then grab the package and fly to the airport. Job done.
Reward: $16,000

AVERY CARRINGTON MISSIONS

After completing the Riot mission (see our tips in issue 30), you can accept missions from Avery Carrington. His icon is an 'A' on the map, in the construction yard.

FOUR IRON

Avery wants you take care of some 'dirt' on the golf course. No guns allowed, so his bodyguards won't meddle.

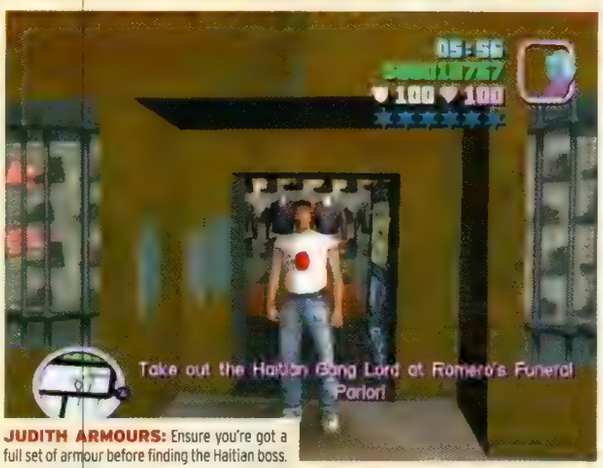
First you have to pick up some golf clothes, so follow the clothes blip to get togged up. Now follow the blip to the golf course. When you walk through the doors all your guns will be stowed there. Your clubs, knives, etc, won't. Follow the yellow blip on the radar to reach the target. As soon as you're spotted the guards will attack you, so get in a cart and run them over and pursue the target and his cart.

Ram him, pull him out and start whacking away. It only takes a few slashes to kill him. If he runs, put your weapon away and catch up with him, then take the weapon out again and continue the assault. Now get the hell out of there.
Reward: $500

GOLF HARRIS: The flipside to being cool and shooting people is the outfits.

DEMOLITION MAN

Avery wants you to demolish a building for him. The large, almost built one near the bridge. Head to the Topfun van by following the blip. You have to pick up bombs in the mini



JUDITH ARMOURS: Ensure you're got a full set of armour before finding the Haitian boss.

helicopter and transport them around the office block. There are four drop-off points and four bombs. Start from the top and work your way down. You'll find the time gets progressively easier that way. If the security guards cause you any trouble, tilt the chopper down and aim for them. Full throttle will see them getting mashed up by the blades.

Follow the arrows on screen. An upwards pointing arrow means the target is above you, a downwards pointing arrow means the target is below you and a dot means you're on the same level. Soft, gentle movements are the best way to control the chopper.
Reward: $1000

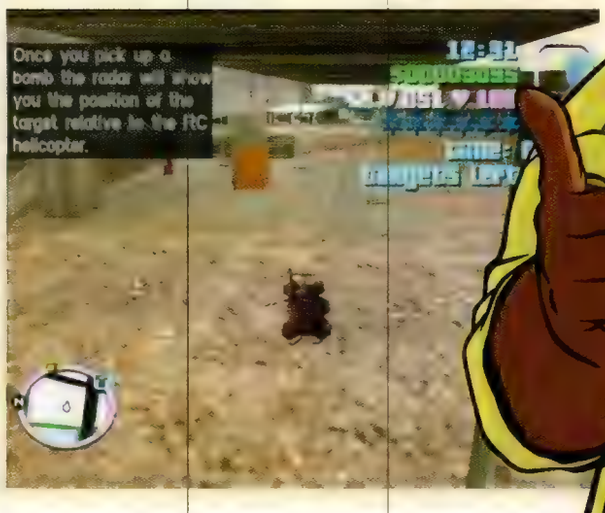
TWO BIT HIT

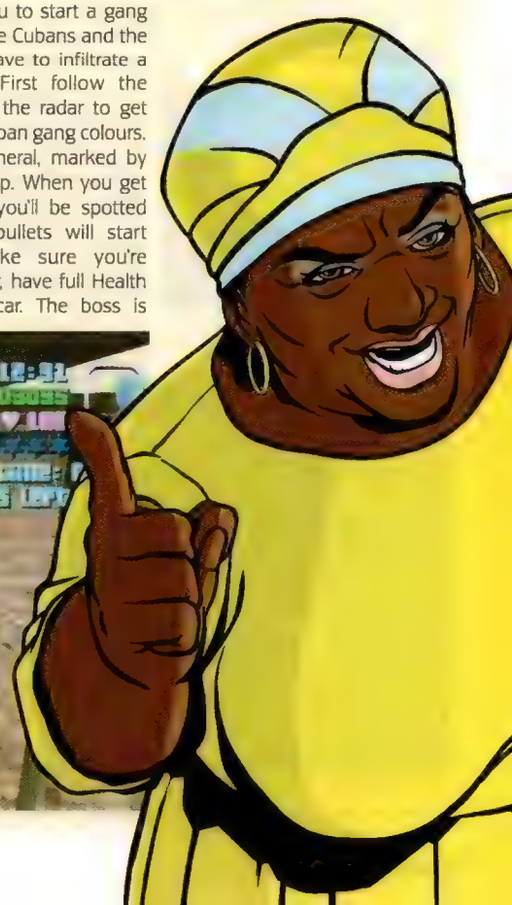
Avery wants you to start a gang war between the Cubans and the Haitians. You have to infiltrate a gang funeral. First follow the clothes blip on the radar to get togged up in Cuban gang colours. Head to the funeral, marked by another map blip. When you get to the funeral you'll be spotted instantly and bullets will start flying, so make sure you're wearing Armour, have full Health and a strong car. The boss is

TOMMY RUN: Peg it after you've totalled the boss, or you're for it.

pointed out with an arrow, so simply drive through the funeral straight over him.

If he manages to flee, you have to pursue. Watch out for the explosive caskets dropped from the hearse, and keep to the sides. Run him off the road and pull him from the car. Once he's dead, the mission is over.
Reward: $2500





CUBAN MISSIONS

STUNT BOAT CHALLENGE

You have to prove yourself to the Cubans by piloting their boat around a few obstacles and checkpoints. Cornering is quite simple – ease around the gentle ones and accelerate hard into the tighter ones. Make sure you hit the jumps head on and at full speed.

Reward: $1000

CUBAN SPIEL: Getting on side with the Cubans is worth a lot of cash.

CANNON FODDER

The Cubans want you to be the wheel man for a load of their bloodthirsty brothers. First run out and grab a large car, big enough for a gang, then return to the ganglord's cafe.

Make sure you're tooled up with a heavy explosive weapon, like the Rocket Launcher, and a Sniper Rifle or PSG. Watch out for the Haitians attacking. When you get to the attack point, marked as a blip on the map, you have to get through the barricade, so simply aim down with the Rocket Launcher and explode the nest of Haitians.

Run in with a Shotgun and clear out any survivors. You should be able to take out the sniper with the PSG or the Sniper Rifle. Run forward with the Shotgun again, or even throw a Grenade in if you like. When you get through to the car park, hop right in the van and drive back to the cafe.

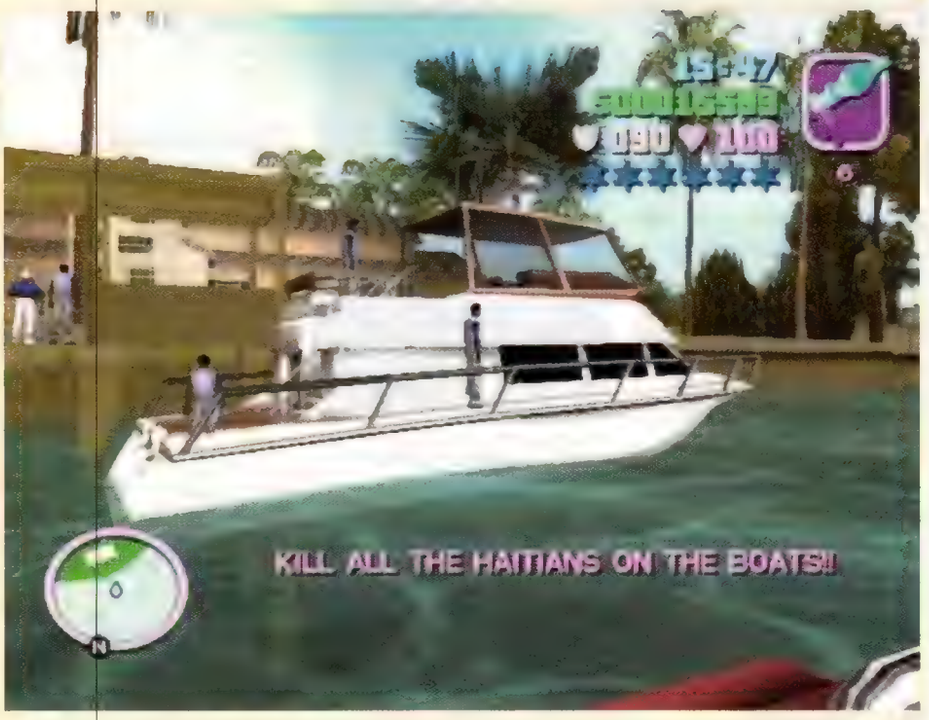
Reward: $2000

I'LL GET ME BOAT: Impress the Cubans by driving their speedboat like a pro.

NAVAL ENGAGEMENT

The Cubans want you to intercept a drugs assignment on the water, so get your ass over to the pink blip on the map. Make sure you've got maximum Armour and Health and that you're fully tooled up. The Rocket Launcher helps, so aim for the boats and sink them, then hit the pier with the guys on it. Three Rockets is all that's needed. Get back on land and use the Shotgun to auto-target the next set of bad guys. If needed, use the Sniper Rifle to take out the one on the roof. Now the trouble really begins. As soon as you collect all the briefcases, the cops pop in and you've got a four-star Wanted level. You need a car, so it's best to get one before you collect the cases. Leave it out the back and use it when required. Follow the blip back to the cafe to end the mission.

Reward: $4000



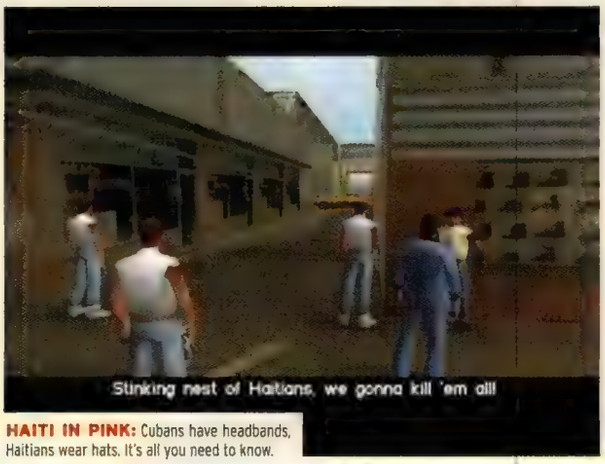
TROJAN VOODOO

This mission is only available after completing the Haitian missions. The Cubans want to infiltrate a Haitian drug factory, so your first duty is to drive around and find the Haitian gang car called the Voodoo. The easiest way to do this is to head straight back to Auntie Poulet's shack: there's a Voodoo outside. Follow the blip to the cars, then into the factory. You have to plant three bombs in the factory, but before that, wipe out as many Haitians as you can. It makes running through the factory much easier. There are three areas to plant the bombs, but the short countdown starts when you plant the first. Do the last area first, then the one directly underneath. Run to the one near the door then straight out and to the gate area you entered by. Once there, head right and right again to the stairs, then straight up the stairs and across the roof. Don't stop and you should get away to a safe distance. The bombs will go off and the mission is over.

Reward: $10,000

ARROW READER: If you see an arrow like this, shoot whatever's beneath it. Dead.

VAN BOARDMAN: The van can get as trashed as you want - but not the Cubans.



HAITI IN PINK: Cubans have headbands, Haitians wear hats. It's all you need to know.

HAITIAN MISSIONS

CASE/OFF: A quick job for the Haitians... double-crossing has its financial advantages

JUJU SCRAMBLE

You're drugged into helping Auntie Poulet with her little problem. You have to collect the three packages dotted about the local area. Make sure you've got full Health and Armour for this one, and keep a Shotgun and Uzi handy for when things get tricky. A fast car is also necessary.

Drive to the first blip on the map. It's on a roof top. As soon as the package is collected your Wanted level rises to two and you're pursued by a SWAT team. Don't fight them, just run as fast as you can to the car and head directly to the next blip. A 60-second countdown will have started, but there should be plenty of time to get there.

The next collection point adds more to your Wanted level, so be quick. Use the buildings to give you cover from the pursuing cars by drawing them into them then turning away at the last second. It's not a good idea to fight your way through the police, so simply swap cars when yours gets too beaten up, and don't stop for a moment. The last collection point really ups the ante, with five Wanted stars. Head directly for the HQ, and only stop when your car's on fire. A top tip is to abandon any flaming car in the midst of a police onslaught – that way the explosion will take them out as well.

Reward: $1000

PIGS IN CHASE: The police will be on your tail in this mission, but try to avoid them.

BOMBS AWAY

This time Auntie wants you to sort out the Cubans in their boats – you have to bomb them with a remote control plane.

The best way to start the mission off is to aim for the middle boat of the three. If you can, kamikaze it and wipe it out. The explosion will take all three boats out. If you miss, then you have to drop bombs. Swoop down in front of the boats – the minute they disappear off the bottom of the screen, drop a bomb. It'll land and explode. A few swoops past should see them dusted. You now have to sort out the car-based coward.

Again, try and dive bomb the car with the plane, or drop the bombs in front. A tip on flying: be gentle, or you'll spin out of control if you yank left and right too hard.

Reward: $2000

BOATILICIOUS: Zoom down in your plane and bomb the remaining Cuban boats.

PLANE SAILING: Be careful when you're flying, as it's liable to spin out of control.

ARROW MARGIN: What did we say about arrows? Shoot the lot of 'em.

DIRTY LICKIN'S

Auntie has a sneaky plan to take out plenty of Cubans. She hands you a Sniper Rifle and tells you to keep hidden as you cap a load of them. Leave the shack and go towards the pink arrow on the map. It shows you the vantage point you must use. Under the stairs leading up there is an adrenaline pill, so pop it and the world slows down. Reach the vantage point and use the Sniper Rifle. Aim for the guys with the arrows over their heads, who are protecting the Cubans. When you've killed enough, the Cuban reinforcements will arrive. If you have any Rockets, switch to them and take out the vans before they cause trouble – just make sure no Haitians are nearby when you do.

Top tip: you only need one of the Haitians alive, so wiping out everyone bar one with a Rocket Launcher is a viable solution.

Reward: $5000

THE ROCK BAND

LOVE JUICE

The rock band want the ingredients of a special cocktail and it's up to you to find it.

First thing's first. Grab yourself a good fast bike – the PCJ is the one to go for here. Get to the pink blip and honk the horn. The dealer will come out and take your money without handing over the merchandise, the blighter. So you have to sort him out. The good thing about following on a motorcycle, though, is that you can fire ahead of you, so hold back a little and fire away. One or two direct hits is enough to drop him off the bike.

Collect the money and the phone'll ring requesting some 'company' for the band. Drive to the blip to pick up the hooker. You've got to high tail it back to the band as they're on stage soon, so weave in and out of the traffic and go as fast as possible. If you're still on the PCJ, push forward slightly to lower the wind resistance and improve your speed.

Reward: $2000

COOL BAND LUKE: This is the band. In the '80s they would have been 'wicked'.

PSYCHO KILLER

Love Fist are being stalked by a dodgy character. Get in the limo and drive to the pink blip on the map. Here's where it gets tricky. One of the fans will kill a security guard then get in a car and drive off. You have to follow him and ram him with the limo.

He's a very neat driver, so the best way to get him is to not follow too close, and use the moments he collides with other cars as your hit points.

Use the left and right look buttons when he gets out of sight as he doesn't appear on the radar. Ram him and follow him far enough and he'll get out the car. Shoot him or run him down.

Reward: $4000

BIKE BALDWIN: Bikes are faster and, what's more, you can shoot while driving.

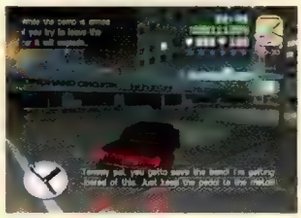
DEREK LIMO: Limos aren't that fast, but they make a damn good weapon.

PUBLICITY TOUR

Love Fist are still terrified of the psycho stalker, so they enlist you to drive them around to their gig. Unfortunately, when you all get into the car you realise there's a bomb attached to it. If you slow down too much, it'll explode.

It takes the band quite a while to defuse the bomb, so drive to the left straightaway and head for the first island. You can follow the main road all the way down to where your first safe house was at the bottom of Ocean Drive. It's roughly that distance that the band will take to defuse the bomb and there aren't any obstructions in your way as you're getting there – you won't slow down. After the drama's over, deliver the band to the concert and you've completed your mission.

Reward: $8000



KEANU GRIEVES: The 'Speed' mission: just keep going until the bomb's defused.

FIST OF FATE: Love Fist finally defuse the bomb - not just a dire name, y'see.

NEXT ISSUE...

We guide you through the final missions of *Vice City*. Watch out for it on 17th January.

THINK YOU'VE FINISHED?

THINK AGAIN!

TAKE YOUR PS2 GAMES FURTHER WITH THIS

PLUS!
FREE! THIS AMAZING GTA VICE CITY TIPS POSTER!

SUPERB SEVENTH ISSUE
ON SALE WED 18TH DECEMBER

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

THE GETAWAY

PART 1

LOOK if we have to write the words 'geezer' or 'slaaaag' again, we're going to kneecap ourselves with a shiny wooden chair-leg. Or, possibly, an impact hammer. Deep breath, here comes the PSM2 walkthrough...

The Getaway

AIM OF THE GAME

Someone's nicked your kid and framed you for murder... the sllllaaags!... WHACK... gah!... WHACK... ooh, m'knees... If you're going to send Jolson for a scrub in Satan's showers, you'll need to master the car handling and polish your targeting skills. There's 12 missions to complete before you switch control to hard-nosed copper Frank Carter and start again – and there're some subtle differences in each character's approach, which we'll outline overleaf.

HAMMOND, YOU MUPPET

The driving missions are straightforward enough, but the interior bits are trickier – as you need to know *exactly* where you're going. To save you tearing *The Getaway* disc a new hole, we'll guide you through the sections step by step. Sorted? Then pop on your sheepskin, leave your manners at the door and we're off. Vroooom... it's ten past fun.

WHAT WE SAID...

THE GET AWAY

PSM2 ISSUE #01 October 2000

"This could be the PS2's killer app for Xmas 2001! This comes close to matching *MGS2* in terms of PSM2's level of anticipation."

WHAT WE SAY NOW

A fearsome achievement with glimpses of genius, hampered by flawed controls and linearity. It's certainly worth a butcher's, but it's a cut below truly essential

78

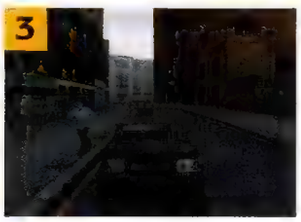
THE BEST HADDOCKS AND BLOATERS – SORRY, MOTORS

LEXUS SC430

The favoured motor of the Bethnal boys. Fast with tight handling, only loses out in the durability stakes.

POLICE VECTRA

The police would be stupid to drive anything else – speedy, incredibly durable and with a bleedin' great horn.

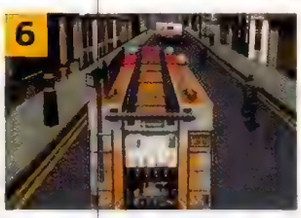


TOYOTA MR2

Lighter than an astronaut's fart, but shifts like Alicia Duvall's bubblies. Great for the final pursuit missions.

LEXUS IS430

Another gangster motor, and only marginally less quick than its sports coupé little brother. Wee bit tougher, mind.



UNMARKED VECTRA

Hard to find, but this unmarked police car is tougher than a beef jerky waistcoat. Cracking indicator siren, too.

FIRE ENGINE

Slower than a bear on a pogo stick, but strong enough to drive through a gang of Triads like they were made of Milky Way filling.

TEN ESSENTIAL TIPS

SHOOTING

You can poke your guns around a corner, or over a table, by leaning against the wall – using ⊗ as usual – then tapping ⊙. Don't push any other buttons, or the trick won't work. Hammond will poke out an arm and let out a few shots – nailing anyone in the path of the bullet with zero chance of being shot.

Look for handily-placed explosive barrels during the big shoot outs. Simply hold L1 to switch to manual aim and shoot the barrel – the resulting explosion should kill everyone in a virtual ten-metre radius. The warehouse is full of barrels – but you can also destroy steam pipes, boilers and unsurprisingly, TNT crates.

If you put your shooters away – by tapping ⊗ – Hammond can pick up close range combat weapons, like meat cleavers and batons. They're surprisingly effective up close, and look extremely cool. The best hand held weapon – the meat cleaver – can be found in the Yardie crackhouse, usually in your back after a surprise attack.

Walk up to a geezer from behind and press ⊗ to initiate a choke hold. You can walk around using the prisoner as a human shield. With your pistols out, tapping ⊙ will put a bullet through his noodle. Without your pistols, you'll perform a neck break. Carter won't kill prisoners – he'll arrest them or knock them out with the butt of his gun.

If you're struggling to reload, or need to kill a geezer before he can squeeze a shot in, charge in close and press ⊙. Hammond will perform a pistol whip, which – usually – knocks people out with a single blow. Be careful with the coppers, mind – if you miss the blow, they'll move in and arrest you, spelling instant game-over hell.

HAMMOND'S STORY

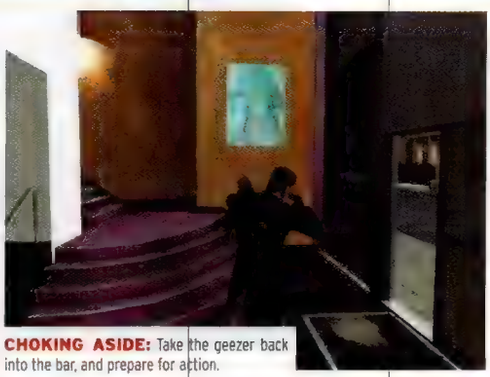
This month we're guiding you carefully through the first 12 missions in *The Getaway*, as bad-boy-made-good Mark Hammond strives to rescue his kid and nail Charlie Jolson. Next issue, we'll give you the full walkthrough for DC Carter – including those nefarious Stealth missions.

MISSION 1: THE FRIGHTENER

After the cutscene, chase the gangster car to the warehouse. The time limit is generous here, so watch your indicators and you can't fail. Take the warehouse slowly, using the crates as natural cover. Before you enter the second area, retrieve the shotgun from a room on the left-hand side. Auto-targeting should see you through.

MISSION 2: BURNING BRIDGES

Choke the doorman, and use him as cover when you enter the bar. The guys sitting down will start a fight, so be ready. Climb the stairs, auto-targeting carefully. The only surprise is the shotgun-wielding barman on the top floor. Shoot the lanterns to start the fire – this should be automatic – then get out. Drive a safe distance from the bar, and the next cutscene should start.



CHOKING ASIDE: Take the geezer back into the bar, and prepare for action.

LANTERN DEC: You can manually target the lamps to ensure the room catches fire.

MISSION 3: ART APPRECIATION

Put your guns away, enter the gallery and choke the guy beneath the stairs. Ascend to the main showroom, and wait behind the wall for the exhibition to start. When the Triads appear, shoot 'em quickly – remember, there's no penalty for hitting the public. Move through the back, and keep descending until you reach the boiler room. Shoot the fellas on the right to get a machine gun, then use the corner shot to nail the guys around the left-hand corridor. The statue is on the other side of the room – spot it to trigger a cutscene.

MISSION 4: AIDING AND ABETTING

The key here is to avoid police detection until you reach the Old Bailey, so drive carefully. Once there, the game will automatically make you slow down for a scripted event, then follow the left-hand road to pursue the prison van. Don't ram the van from behind, but get a full head of steam and whack it from the side. Eventually, the van starts to smoke and a brutal cutscene begins. Return to the warehouse to finish the level.

JAKE YOUR BODY: The craziest of the Jolson's unleashes murderous revenge.

DID YOU KNOW?

TARGETING

If you're approaching a blind bend – thanks, camera – keep tapping L1 to lock on without seeing your foe. If Hammond raises his shooter, instantly tap ⓧ to blast the gangster before he appears on screen. This technique is invaluable in tight corridors, especially the warehouse. Basically, manual aiming is only used for targeting barrels.

DRIVING

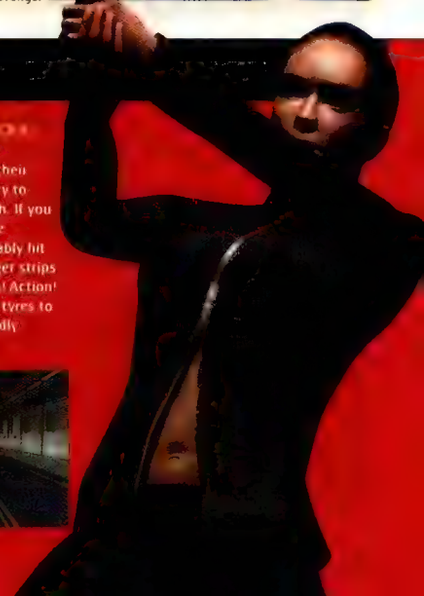
It sounds silly, but the horn is really useful. Tap L1 for a quick blast, forcing pedestrians off the pavement. In the police car, L1 activates the siren, causing traffic to move aside and giving you an easier passage. Interestingly, Mouse T (feat. Hot and Juicy) sang a song about this called I'm Horny. True.

Press ⓞ on tight bends and pull the directional stick hard to make you powerslide around bends. Naturally, the effect will depend on the car that you're driving, so don't expect fantastic results in a Fiat Punto. Don't forget – the acceleration is analogue, so keep your finger firmly pressed forward to make good time.

When the police try to ram you, they always use the same approach. Tap the brake and let them career in front of you, ramming their car into the wall. Same goes for head-on collisions – they always try to ram you. Pretend to go in one direction and swerve at the last minute. If you weave between traffic, the police usually crash before you.

When your car starts to smoke, look for another before it bursts into flames. You've only got a few seconds to escape. If the tyres get shot out, you can travel quite a distance – just focus on counter-steering. Time limits are tight, so don't jump cars unless you have to. Find the best motor at the start of a mission, and the rest takes care of itself!

When you spot a police roadblock, always ram their cars at the edges and try to smash your way through. If you try and drive around the obstruction, you'll probably hit one of their crafty stinger strips – star of Police! Camera! Action! – which will cause your tyres to burst and slow you rapidly to a standstill.



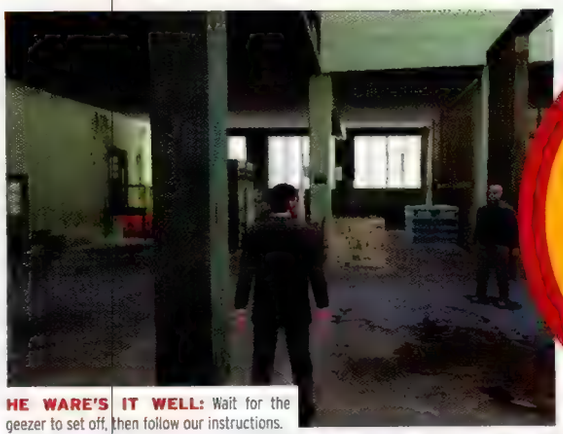
PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

MISSION 5: TAXI FOR MR CHAI

The first stealth mission is tricky. When the guard stops talking, wait a few seconds and trail him. Move to the right-hand side of the warehouse and, from behind, choke the bloke in the middle. Advance to the far side of the room, choke the bloke in the interior doorway, followed by the fella at the open door. When you see the steps, run to the shadowy alcove at the back and wait for a bit. Ascend the stairs and wait by the wall until Hammond starts talking to himself. Move through the room, choke the bloke in the right-hand room, then double back on yourself and nail the chap in the corridor. Roll forward into Jolson's hideout – you'll trigger a cutscene.

In the second part of this mission, you've got to deliver the tortured Triad to his chums. Survival, not speed, is the key. If the car gets smashed up, you've failed. Use your brakes to avoid the suicidal police swerves, and drive through Chinatown until both indicators start flashing. When you're in the right place, a cutscene begins.

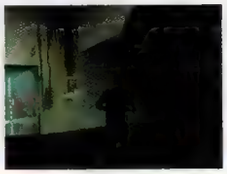


HE WARE'S IT WELL: Wait for the geezer to set off, then follow our instructions.

DID YOU KNOW?

RESTING

The only way to recover energy is by resting against the scenery. You can tell exactly how much health you've recovered – every time Hammond grunts he recovers a hit point. When Hammond drags his feet, try to rest immediately. Rest frequently in quiet areas, with your back to the wall and the camera facing up the corridor to spot intruders.



MISSION 6: OUT OF THE FRYING PAN

The escape is furious, but you can swap between cars at will – don't be afraid to get out and shoot if you find yourself cornered, then nick the police car.

When you reach the garage (small red doors with a white sign), stop the car, get out your shooters and kill the Yardie. Grab his machine gun, then run – rolling frequently – to the back of the yard on the bottom right, and hide behind the Kaersk crate. Wait, and the gangsters should shoot each other, but keep auto-targeting from your hiding place in case somebody discovers you. When the gunfire abates, pick off the stragglers – including the guy hiding in the room on the far side next to the bin bags – then return to the entrance and on to the street to start a cutscene.

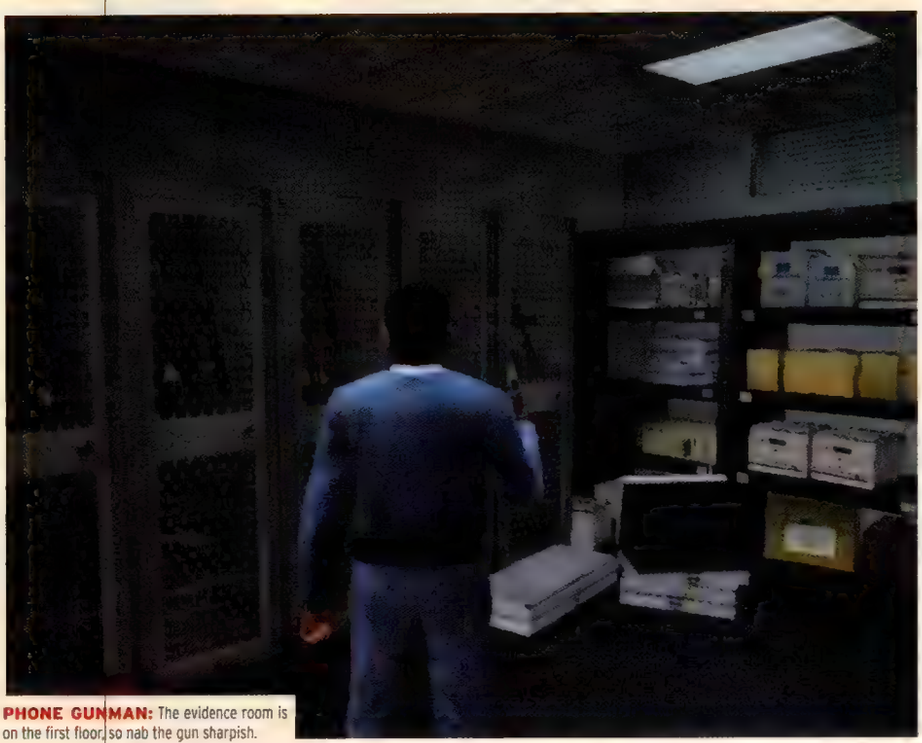
MISSION 7: FILTHY BUSINESS

The drive to the BT van is quite arduous, so keep switching cars, avoid direct collisions and – above all – don't let the police arrest you if you get out on foot. Keep your distance, and shoot the rozzers/Yardies the second they leave their cars. Forget the time here – just focus on staying alive. The van is easy to miss, so watch out for a double-indicator flash.

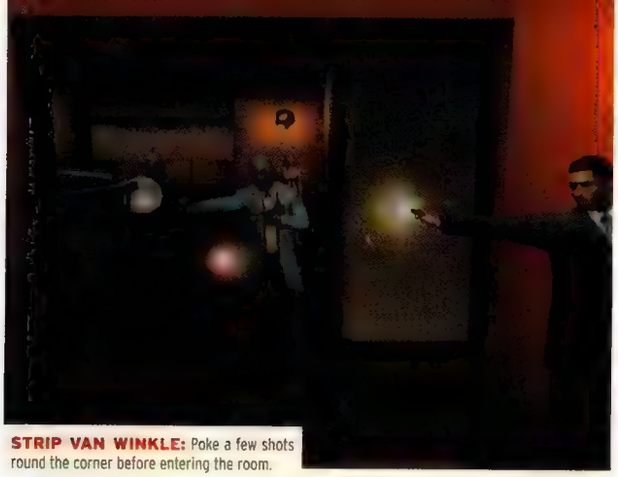
Your second task is to smash the *real* BT van. Time is tight, so don't take risks and head straight for Oxford Street – the van is parked in the middle. A few shunts and he'll start to smoke, and then you can follow the indicators to Snow Hill police station.

Once inside, follow the copper to the phone room. When he leaves, turn right and follow the signs to the first floor. Once upstairs, go past McCormack's office, and follow the signs to the evidence room. Find the gun, holster it and leave. McCormack is waiting outside with an escort. Trail him – using the stealth mode (⊗) – waiting for the aural prompts that tell you when to advance. Follow McCormack to a closed room on the bottom floor, then let him have it – not before, mind, or the cops will swarm you.

To escape the station, head to the pool room (follow the exit sign), wait for the scripted event where the door closes, then fight your way to the front reception. If you're quick enough, you can shoot the motor on the automated door (the box on the top left) and escape out the back. We won't pretend it's easy, though, since the controls are infuriating, but rest frequently and try to nab the twin machine guns used by the special forces. Keep the cops at range at all costs, or they'll arrest you. Drive to the warehouse to complete the mission.



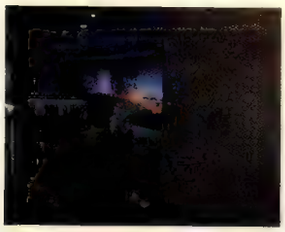
PHONE GUNMAN: The evidence room is on the first floor, so nab the gun sharpish.



STRIP VAN WINKLE: Poke a few shots round the corner before entering the room.

MISSION 8: A TOUCH OF CLASS

Mercifully, the drive to the strip club is dead easy. Choke the bouncer straight away, head down the steps and use a couple of corner shots on the first few gangsters you find. Advance slowly, auto-targeting repeatedly – and the hoods will appear from the far door. The biggest threat at this point is running out of ammo, or having to reload mid-battle, so be careful. Also, watch out for the guy with the machine gun who's hiding in the office, then enter the shower room to trigger the cutscene.



YASMIN-ISTER: Drop her off at Jolson's, then leg it to the Yardie house sharpish.

DID YOU KNOW?

STEALTH

In the stealth missions, keep your back to the wall by tapping ⊗ – though the game doesn't make it clear, this will give you a greater chance to creep past unnoticed. In these levels, you've just got to work out the order in which you take out the bad guys. When the gangsters have their backs to you, tip-toe in up close without being noticed and choke 'em.

MISSION 9: THE COWGIRL AND THE CASH

The next bit is a lot harder, because you need to complete both objectives before the mid-restart point. Drop Yasmin at Jolson's house – the car will stop outside automatically, so don't worry about finding it – then head straight for the Yardie house (a beaten up bedsit) entered via the side lane.

Once you're inside, the going is – thankfully – relatively easy. A couple of points, though: look out for the guy in the downstairs lounge, the maniac woman with the carving knife and the crumbling wall on the first floor. Don't waste any time, and blast to the second floor to trigger the cutscene.

MISSION 10: A CAT IN A BAG

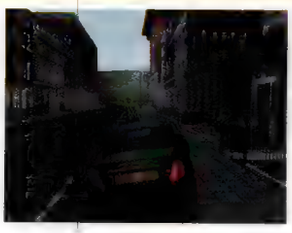
Drive to the warehouse – careful, the police are out in force. Once inside, just be as methodical as you can, use the crates for cover, keep auto-aiming and remember to rest frequently. There's some handy explosive crates in the middle, and far end, of the level – so don't miss the shot. The crates are conveniently surrounded by gangsters, so you'll save yourself a lot of trouble later on. The only troublesome bit comes from the two fellas hiding behind the conveyor. Chase Jake Jolson up the metal steps, through the office, and then downstairs to the back. Don't be gung ho about this – Jolson takes a superhuman number of hits, and can't be killed just yet. Advance to the final room to trigger a cutscene.

MISSION 11: THE PRODIGAL SON

Stay behind and let Yasmin shoot a few hoods, then pick up a gun. She's pretty tough, so just keep moving and shooting until you reach the car park. The drive to Jolson's is quite evil, so look for a fast car like the Jensen SV8.

Once inside, you'll need to dodge the laser trip wires. Hit them, and the walls release toxic gas. The gas isn't immediately fatal, but you'll need to reach clear air *fast* to stay alive. Once you've passed a beam, you'll trip a switch allowing Yasmin to follow you.

There are three ways to dodge a beam – shuffling against the wall, doing a running forward roll and leaning against a small object (like a bed) and performing a side roll. From the basement, perform the following moves: shuffle past beam on left, shoot guy in kitchen, shoot guards (X2) in room, dodge left at the stairs, shotgun guys in yard, roll under beam, shoot last guard. First floor: go right, then in main room roll under main cross beam, roll under beam on right (looks impossible) then edge to safety. Second floor: Careful – beams trigger immediately, so edge slowly, dodge right, roll, roll, roll, edge, roll. Third floor: Use the bed to roll sideways, then roll under the next beam. When you reach the fourth floor, a cutscene will start.



MISSION 12: ABOARD THE SOL VITA

There's a huge shortcut at the start of the level. Don't take the ramp on to the boat, but go left and climb on to the crates that are connected to the crane – you'll be winched safely over the trouble. Descend into the ship's hull, auto-targeting carefully. Manual aim the barrels to kill large groups, then advance slowly, rest frequently and head into the central chamber – the final cutscene awaits. End of the first half...

NEXT ISSUE...

We play through DC Carter's story, uncovering the secrets of stealth and the messiest way to quell the Soho street riots. If you thought the break in at Jolson's mansion was tough, buy yourself a swear muzzle and prepare for the worst. Full walkthrough, plus maps and secret vehicles next month. Which is next year if you see what we mean. Anyway...

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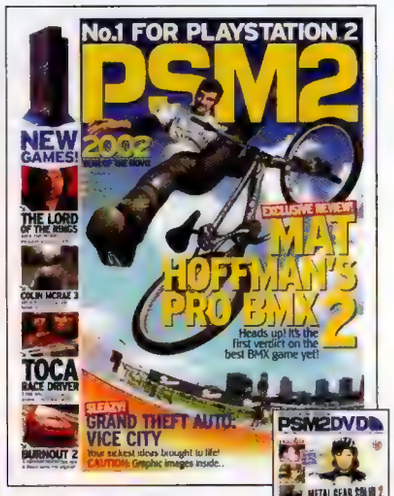

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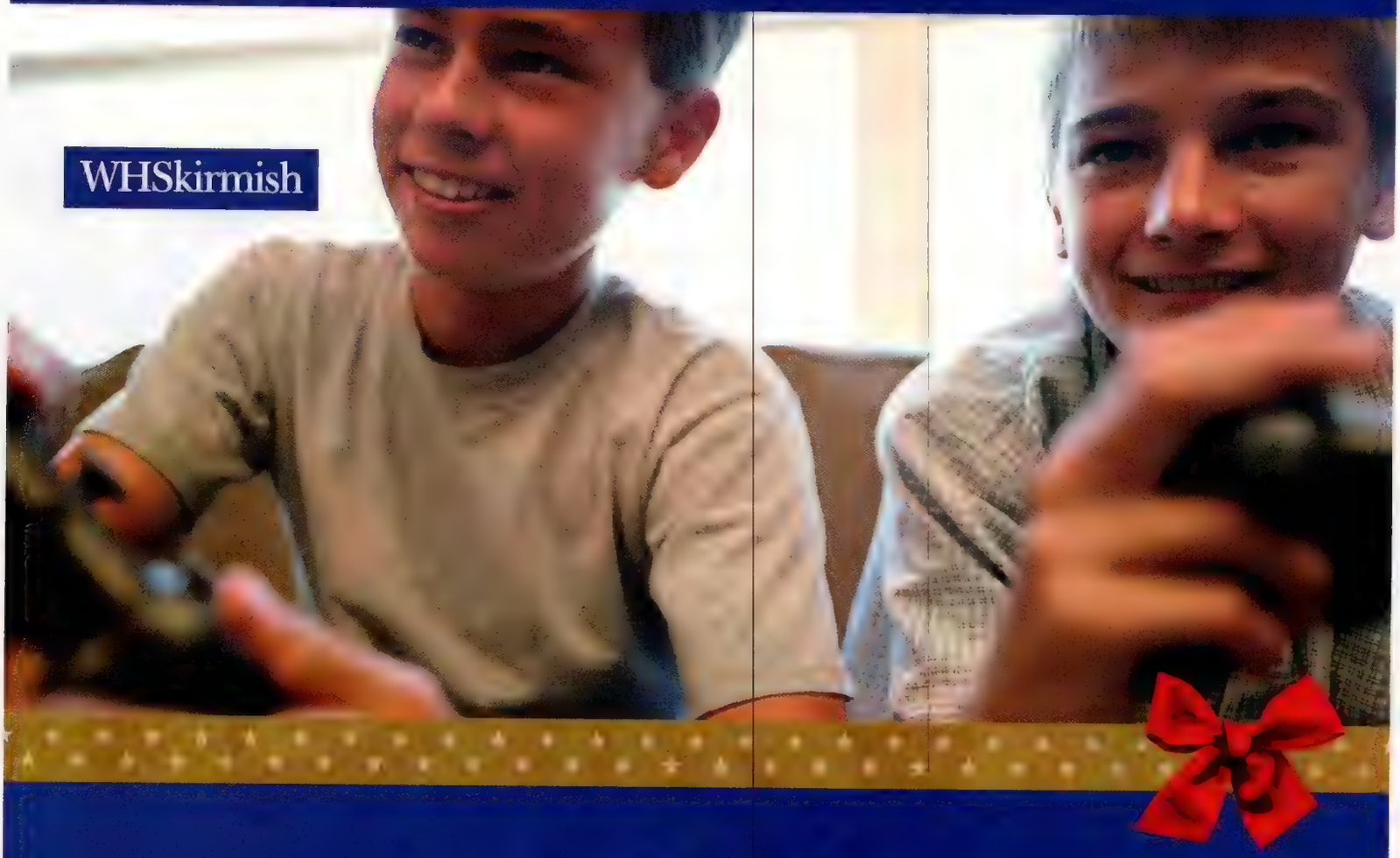

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LAST LAUGH

PSM2'S COMMUNAL MIND-LINK

"REACH OUT AND TOUCH ANOTHER VIA THE MAGIC OF HUMAN BROADBAND"

Welcome Indeed

This issue, PSM2 has strived to bring you a glimpse into the future of PlayStation 2. I believe they have succeeded sufficiently. Now I, Jonnie Three Eyes, will attempt to push the boundaries of videogame magazines even further by attempting the largest communal mind-bind ever attempted in the interests of PS2. Please, join me.

Jonnie Three Eyes

Jonnie Three Eyes

I am Jonnie Three Eyes – Feast on my stare

IMPORTANT:

Pull your hand away from the page at 6:01pm precisely, no earlier – please think of Jonnie's brain (remember what happened to Patrick Stewart in the X-Men movie). If the paper remains stuck to your palm for a height *no less than* 8cm, then seek medical advice.

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Again, please ensure maximum skin contact is applied to conceal R1. This is the trigger for the brain-link.

PLACE THUMB HERE

Please ensure the entire surface of the ⊗ is concealed. This is important.

BALL OF THUMB

Apply a shake of talcum powder or salt here.

MY EYE

Stare here for 30 seconds prior to stage 3.

HEAL OF HAND

(Press down firmly here.)

Using the potent power of Bryant's all-seeing brain-gland, we are about to attempt to alter the future using simply the power of thought. Your thought. Our thought. Every people's thought. At 6pm on 1st January, we need every PSM2 reader to touch the hand of Jonnie. If you're currently stuck on a game, this will be your chance to tap directly into the memory of those who've solved your problem. This will be your chance to determine your future. But it only works once...

Please follow these seven steps:

1. Ensure your PS2 is switched on.
2. Ensure you pause the game *just prior* to an area you're stuck on.
3. At 6pm, touch Jonnie's hand.
4. Close your eyes.
5. Concentrate.
6. No, really – *concentrate*...
7. At 6:01pm the answer to your problem should be with you, if the experiment has worked.

WARNING: Only touch Jonnie's hand at 6pm on 1st January 2003. Any earlier and you might break its power. You wouldn't expect a packet of biscuits to retain their freshness a week after they'd been opened, would you? Exactly. Bryant's like a Malted Milk. Keep him airtight.

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Blade 2
Blood Omen 2
BloodRayne
Bloody Roar 3
Bombad Racing
Bond: Agent Under Fire
Bouncer
Britney's Dance Beat
Burnout
Burnout 2 Point of Impact

C = 0 3
C.Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Cart Fury
Casper: Spirit Dimensions
Chamber of Secrets
Checkmate
Chris Edwards' Ag. Inline
Circus Maximus
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Contra: Shattered Soldier
Cool Boarder 2001
Crazy Taxi
Cricket 2002
Cyprien's Chronicles

D = 0 4
Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Digimon World
Dino Stalker
Disney's Dinosaur
Disney's Kingdom Hearts
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Downforce
Dracula Last Sanctuary
Draken: Ancient Gates
Driven
Driver 2
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5
Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int.Winter Sports'02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime 02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer

F = 0 6
F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA Football 2003
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Fire Blade
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freekstyle
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters

G = 0 7
G1 Jockey
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand T Auto: Vice City
Grand Theft Auto 3
Grandia 2
Grandia Xtreme
Gravity Games
GTA 3
GTA: Vice City
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
Gungrave

H = 0 8
H30 Surfing
Half Life
Harry Potter
Harvest Moon: Homeland
Headhunter
Herdy Gerdy
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
High Heat Baseball 2003
Hitman 2: Silent Ass.
Hot Shots Golf 3

I = 0 9
Ico
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution

J = 1 0
J McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2
Just Bring It

K = 1 1
Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
Kingdom Hearts
King's Field: Ancient City
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

L = 1 2
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Largo Winch
Le Mans 24 Hours
Leave Game (Summoner)
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legion: Leg. of Excalibur
Lego Racers 2
LMA Manager 2002
Loony Tunes Space Race
L. of Rings Two Towers
Lord of Rings: Fel. of Ring
Lotus Challenge

M = 1 3
Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Major Lgue Baseball '02
Major Lgue Baseball '03
Mark of Kri
Martian Gothic
Master of Bushido
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Front.
Men In Black 2 Alien Esc.
Metal Gear Solid 2
Midnight Club
Might & Magic
Mike Tyson Boxing
Millionaire
MLB Slugfest 2003
Mobile Suit Gun.: Z.Front
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.
Monsters Inc
Moto GP
Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly

N = 1 4
Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NASCAR Thunder 2003
NBA 2K2
NBA 2K3
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Live 2003
NBA Shootout 2001
NBA Street
NBA Tonight 2002
Need for Speed H.Purs.2
NFL 2003
NFL Primetime 2002
NFL Qback Club 2002
NHL 2001
NHL 2002
NHL Hitz 2002
No-One Lives Forever

O = 1 5
Off Road Wide Open
Okage: Shadow King
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
Operation Winback
Operative (N.O.L.F.)
Orphen

P = 1 6
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

Q = 1 7
Q-Ball: Billiards Master
Quake 3 Revolution

R = 1 8
R Carmichael's MX 2002
Racer Revenge
Ratchet and Clank
Rayman 2
Rayman M
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Red Faction 2
Res. Evil Gun Survivor 2
Res.Evil: C. Veronica X
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Rise of the Akkadian
Road Rage
Robot Wars
Rocket Power Bch.Bandits
Romance of 3 Kingdom 7
Rumble Racing
Run Like Hell
Rune: Viking Warlord

S = 1 9
S Palmer's Snowboarder
Sarge's Heroes 2
Savage Skies
Scooby Doo: 100 Frights
Scorpion King
Seven Blades
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadow Of Zorro
Shox
Silent Hill
Silent Hill 2
Silent Scope
Silent Scope 2
Silpheed: Lost Planet
Sky Odyssey
Slam Tennis
Sled Storm
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
Soul Reaver 2
Spiderman The Movie
Splashdown
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Hoops
Stuntman
Summoner
Summoner 2
Sunny Garcia: Surfing
Super Bombad Racing
Super Trucks
Supercar St. Challenge
Superman S of Apokolips
Surfing H30
Swing Away Golf

T = 2 0
T. Woods PGA Tour 2001
Tarzan Freeride
Tekken 4
Tekken Tag Tournament
Terminator: Dawn of Fate
Test Drive
Test Drive: Wide Open
The Bouncer
The Fellowship Of Ring
The Mummy Returns
The New Nightmare
The Operative (N.O.L.F)
The Scorpion King
The Simpsons: Road Rage
The Thing
The Two Towers
Theme Park World
This is Football 2002
This is Football 2003
Thunderhawk: Op.
Tiger Woods Golf 2002
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
Tokyo Extreme Racer
Tom & Jerry: W.of Whisk.
Tomb Raider 4
Tony Hawk's 2
Tony Hawk's 3
Tony Hawk's Pro Skater 4
Top Gun: Combat Zones
Transworld Surf
Turok: Evolution
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1
UEFA Champion League
Ult.F.Champ: Throwdown
Unreal Tournament
US Navy Seals (SOCOM)

V = 2 2
Vampire Night
Vice City, G.T.A.
Voyager Elite Force
V-Rally 3

W = 2 3
Wacky Races
Warriors of M & M
Way of the Samurai
WDL: War Jetz
Weakest Link
Wetrix 2
Who Wants 2BA Million.2
Wild Wild Racing
Winter Sports 2002
Wipeout Fusion
World Outlaws: S.Cars'02
Worms Blast
WRC: World Rally Champ
WW2: Prisoner of War
WWE Smackdown! J.B.I.
WWE Smackdown! S.Y.M.
WWF Smackdown! J.B.I.

X = 2 4
X-Men: Next Dimension
X-Squad
Xtreme G3

Y = 2 5
YuGiOh! Dual Monsters 2

Z = 2 6
Zone of the Enders

0-9 = 2 7
007 Agent Under Fire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
4x4 Evolution
7 Blades

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